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THE DOCTOR WILL
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PS3

NINTENDO 64



You won't want to miss your appointment with Mumbo Jumbo, the mysterious witch-doctor who practices a special kind of medicine in Banjo-Kazooie.

That's because you'll need this shaman to cast a spell to transform you into another creature. Why? Because the only way to retrieve some of the puzzle pieces is to take the form of a crocodile or some other native creature.

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BANJO- -KAZOOIE



THE UGLY GRUNTLEDA HAS BEARNAPPED BANJO'S CUTE SISTER AND STOWED HER AWAY IN A PUZZLING WITCH'S LAIR. NOW IT'S UP TO BANJO THE BEAR AND HIS BIRGULL BUDDY, KAZOOIE, TO SAVE TOOTY'S HIDE. THIS MONTH, WE'LL GUIDE YOU THROUGH THE FIRST THREE WORLDS OF BANJO-KAZOOIE.

10

ALL-STAR BASEBALL 99



Does
All-Star's
game have
what it takes
to compete in the big leagues?
You won't believe your eyes when
you see the incredible photos in our
scouting report. Our star-packed
review has the tips you need to go long
every time.

42

BIO BREAKS

Life is brutal and short-lived
in Neo-Arma's brutal combat
arena. Do you have the
skills to make it through the day?
We've picked the best moves in the
game. The stuff that's guaranteed to
put your opponents down to size. It's
super-freaky, yo!

36

FORSAKEN 64



Our in-depth coverage of
Forsaken 64 continues this
month, with a first look at the
game's Battle Mode features and an
in-depth, step-by-step analysis of
four of the mechs' hot spots in the
single-player galaxy. When you get your
hands on our hints, the mechs' secrets will
meld to slag in your gun sights.

48

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PLAYER'S PULSE

It was one year ago this month when Rare introduced an early version of Banjo-Kazooie to the world at E3. In just a few hundred days, the game has shaped up to rival Super Mario 64 in graphics, game play and sheer size. Do you think B-K is a five-star, perfect ten?



Billy Kimmel Jr. • Greenville, S.C., Louisiana

Link's a Lefty, Right?

Who keeps drawing Link right-handed? Didn't they realize that when Link swings his sword, his shield always moves to the right? (That is, as long as he isn't facing right. But we all have been victims of sponta-monitoring at one time or another.) Are there any more lefty heroes in Nintendo games? You betcha! Did you ever notice that the boxes for Mega Man 1 and 2 show him with his pistol in his left hand, and, thereafter, he has his Mega Buster attached to his left arm? As a lefty, I am thankful that the sinister stereotype which has been placed on lefties in the past has been blown away by such great heroes.

Colin Bartolow
Via the Internet

I just got my April Nintendo Power and was happily surprised to find the spring Super Power Supplies Catalog tucked into the back of it. However, I noticed something that made my skin crawl: the picture of Link on the new Legend of Zelda t-shirt is wrong! He's holding the sword in his right hand! Ever since his creation, Link's been left-handed! I'll probably still get the shirt

anyway, but that one little mistake is going to bother me to absolutely no end.

Matt Smith
Via the Internet

At first when you're posing in the mirror, your shirt will look right (or left, as the case may be)! Link has always shown southpaw tendencies, but maybe he's actually ambidextrous. Was his creator, Shigeru Miyamoto,

Playing to Win

This letter is in response to Jason Kaplan's letter in Volume 106. Where I come from, we don't buy games to own them and "all they contain." We buy games for enjoyment. I think I speak for all GoldenEye buffs when I say that having all the codes is a matter of pride. When people see how many codes you have, they're impressed. I'll admit that when I first got the game and found that I had to earn everything, I was a little discouraged. I thought I'd never access Egypt or Invincibility, but I did. Just work at it. Then you can brag to all your friends.

Michael Deroo
Via the Internet

If you buy a game, you do own everything in it, but that doesn't mean you should be



Andrew Rees • Rochester, New York

able to access it all at once. The whole reason of beating a game's level is to get to the next level or to score lots of points—it's been that way since Space Invaders. Half the fun comes from the sense of accomplishment you get from beating the game. If you want everything for nothing, then you're going to have to hack into the game, and Nintendo's warranty won't cover that!

Scott Richardson
Via the Internet



Jim Wadsworth • Birmingham, New York

Hello McFly, is anybody home? If a game allowed you to use all the bonus

options and whatnot from the very beginning, it wouldn't be a game anymore. The point of video games is that you have to earn your way to the more advanced levels and bonus options. If you don't have the skills necessary to beat the earlier stages in a game, you're not going to get to play the more advanced levels. Games are meant to be a challenge. If you want the easy way out, I suggest you go back to kindergarten and play hopscotch.

Alan Sweet
San Antonio, TX

The extras you can earn in GoldenEye give the game something noticeably absent from most games: replay value! I beat 007 back in November, but I'm still playing it nearly every day. With most games, you beat them and you're done. I urge game makers to take the extra steps to make the game fun, long after it has been beaten. I mean isn't that the point?

Ryan Whaley
Via the Internet

Rarities

I can't get enough of Rare. I have been eagerly awaiting

POWER CHARTS

A slew of games is heading down the pike and many of them will premiere this month at E3 in Atlanta. Save yourself a trip to Georgia with our special E3 report starting on page 51, and be sure to vote for your favorite upcoming games in the Power Charts' Most Wanted List.

NINTENDO 64 TOP 10



1 GOLDENEYE 007

It's the first month of summer, the sun is out, and readers are once again enjoying "007" in the shade. Meanwhile, GoldenEye 007 is enjoying its ninth straight month at number one.



2 IDB'S SNOWBOARDING



3 WCW VS. NWO WORLD TOUR

GAME	COMPANY	LAST	WEEKS
1 GOLDENEYE 007	NINTENDO	1	18
2 IDB'S SNOWBOARDING	NINTENDO	—	1
3 WCW VS. NWO: WORLD TOUR	TNO	4	5
4 YOSHI'S STORY	NINTENDO	8	2
5 DIDDY KONG RACING	RARE	2	7
6 SUPER MARIO 64	NINTENDO	5	21
7 STAR FOK 64	NINTENDO	3	13
8 MARIO KART 64	NINTENDO	6	18
9 BOWSERMAN 64	NINTENDO	7	6
10 TUROK: DINOSAUR HUNTER	ACCLAIM	10	21

SUPER NES TOP 10



1 THE LEGEND OF ZELDA: A LINK TO THE PAST

The Legend of Zelda: A Link to the Past debuted on the Power Charts in 1992. Seventy-six months later, it's still there while the latest Link adventure, Zelda 64, will make an appearance at this year's E3.



2 SUPER MARIO RPG



3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!

1 THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	76
2 SUPER MARIO RPG	NINTENDO	2	26
3 DONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE!	NINTENDO	3	20
4 DONKEY KONG COUNTRY	NINTENDO	5	44
5 FINAL FANTASY III	SQUARE	4	42
6 DONKEY KONG COUNTRY 2: DIDDY'S DOUBLE DILEMMA!	NINTENDO	6	38
7 CRONO TRIGGER	SQUARE	7	35
8 SUPER MARIO KART	NINTENDO	8	62
9 SUPER MARIO WORLD 2: YOSHI'S ISLAND	NINTENDO	—	32
10 STAR FOK	NINTENDO	—	63

GAME BOY TOP 5



1 THE LEGEND OF ZELDA: LINK'S AWAKENING

James Bond now has his sights set on Link. (Steal their land better) than ever. 007 sneaks by Dixie and Kiddy Kong to capture second place in the Game Boy Power Charts.



2 JAMES BOND 007



3 DONKEY KONG LAND 3

1 THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	62
2 JAMES BOND 007	NINTENDO	3	3
3 DONKEY KONG LAND 3	NINTENDO	2	7
4 SUPER MARIO LAND 2: A GORLON CLASH	NINTENDO	4	66
5 DONKEY KONG LAND 2	NINTENDO	5	22

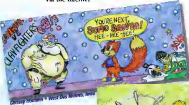
1. ZELDA 64 (N64)	
2. NINTENDO 64 DISK DRIVE	
3. IDB'S SNOWBOARDING (N64)	
4. GOLDENEYE 007 (N64)	
5. SUPER MARIO 64 2 (N64)	
6. MISSION: IMPOSSIBLE (N64)	
7. YOSHI'S STORY (N64)	
8. TUROK 2 (N64)	
9. SUPER MARIO RPG 2 (N64)	
10. GAME BOY CAMERA & PRINTER	

MOST WANTED

LETTERS, CONTINUED...

for the scene that shows Bond's demise. I mean, really, I know I lost so there's no need to show me how it happened from three (count them!) different angles!

Ian Rocha
Via the Internet



I must say that Nintendo amazes me with the level of detail that has been put into the N64 sports and racing lineups. *Wave Race 64*, *1080°*, *Kobe Bryant in NBA Courtside*, and *Major League*

games for realism. I play them for surrealism. I play to get away from reality. I am looking forward to *Banjo-Kazooie*, *Twelve Tales*, *Conker 64*, *Zelda 64* and *Turk 2*, not to mention any other surprises that may come. In a perfect world, Nintendo would use its resources to create nonrealistic games, like it did last year, one of the best gaming years ever.

Ed Price
Anaheim, CA



Greg Brown • LA Mirror, California

Baseball featuring Ken Griffey Jr. are all great sims that can't be equaled. But I will probably never buy any of them for myself. The reason is that, while I see a need and market for realistic simulations, I don't play

Sports games on the N64 have been spectacular, especially the graphically stunning ones from *Acclaim*. All Star Baseball is looking spectacular and QB Club is great, but when I step away from these games and pick up my hockey stick, baseball bat or even snowboard, I have so much more fun. I may only be playing in a park and not at the Skydome, but baseball, like all sports, is best when played on a real field. But this won't stop me from playing the video games. Just one note to all the people out there: balance your video gaming with reality.

Alex Miller
Victoria, BC

WRITE AWAY RIGHT AWAY!

This month, software developers from around the world will unveil their latest creations at E3, the Electronic Entertainment Expo, and NP is treating you to a preview. The games are designed with you in mind, so let us know if they hit the mark and look promising to you.

NINTENDO POWER PLAYER'S PULSE
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Pre-recorded Game Tips and Future Product Information

News about recent releases and upcoming games for all Nintendo systems. Call for help on *Yoshi's Story*, *Billy King Baseball*, *John Madden 64*, *Baseballman 64*, *Duke 64*, *Legend of the Mystical Nine Starving Gnomes*, *ClayFighter 6399*, *Go-Monkey 64*, *Star Fox 64*, *Heaven*, *Super Mario 64*, *Street Caper*, *Turk*, *Discussa Hunter*, *Dean 64*, *Star Wars: Shadows of the Empire* and *Marvel Kombat Trilogy* for the Nintendo 64. There's also help for *Super Mario World* and *Ninja's Island*, *Super Mario World 2* for the Super NES, *Warrior Lord II*, *DOL 3*, *The Great Bay*, any 2D6 game, *Donkey Kong Country 1, 2, and 3*, *Monkey Bikers*, *Blazon of Goo*, *Lufe II*, *Super Metroid*, *Secret of Evermore*, *Crash Tigger*, *Fox Footstep II*, *Super Mario 64*, *Booth of Fox I and II* and *Ultimate Kombat 3*. This call may be long distance, so be sure to get permission from whoever pays the phone bill before you call.

NINTENDO POWER SOURCE

www.nintendo.com

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VOLUME 100

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A vibrant, cartoonish scene from the game Banjo-Kazooie. In the center, Banjo the bear is riding on the back of Kazooie the bird. They are in a lush, green forest with tall, thin trees. To the left, a yellow, skeletal-looking character with a red crown is visible. To the right, a purple character with a witch's hat is seen. In the foreground, a yellow character with a purple top is running. The title 'BANJO-KAZOOIE' is written in large, stylized letters across the middle of the scene. The letters are blue and orange with a yellow outline. The background is a bright, hazy sky.

BANJO-KAZOOIE™

THE EVIL AND UGLY GRUNTILDA HAS KIDNAPPED BANJO'S CUTE SISTER AND PLANS TO STEAL HER KNOCK-OUT LOOKS! WHAT ARE BEAR AND BACKPACKING BIRD TO DO? FIND OUT AS WE POINT OUT THE SLICK TRICKS AND TROUBLESOME TRAPS IN THE FIRST THREE WORLDS OF BANJO-KAZOOIE.

Before you can help Tooty, you'll have to collect the Magical Notes and Jiggaw Pieces that open up the nine worlds connected to Gruntilda's Lair. There are 900 Notes and 100 Jiggys in the game, along with hundreds of other goodies you'll need to find. Luckily for you, we've done the math for the first three worlds and highlighted the sticky spots. See how it all adds up as we uncover the essential items you'll need for the long journey ahead.





BANJO TREASURES

Banjo and Kazooie won't stand a chance against the evil Gruntilda unless they have—and know how to use—the right stuff. Listed below are the sixteen items that Banjo will need to find and use in the nine worlds to save his led sister.



Notes

Collect the musical Notes to open the red Note Doors in the worlds. There are 100 Notes in each world.



Jiggy Pieces

Jiggy pieces are the keys that complete the puzzles in the worlds, let opening new worlds for you to explore.



Jinjos

Five Jinjos are hidden in each world. If you can find all five, they'll give you another Jiggy piece.



Mumbo Tokens

Mumbo the Shaman will perform magical transformations if you collect enough Mumbo Tokens to pay the fee.



Honeycomb Energy

Enemies drop Honeycomb Energy whenever you defeat them. Collect the Honeycomb Energy to fill one honeycomb on Banjo's life bar.



Extra Honeycomb Pieces

Banjo's life bar will increase whenever you collect six Extra Honeycomb pieces.



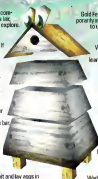
Eggs

Kazooie will learn how to spit and lay eggs in Mumbo's Mountains. Increase your ammo supply by collecting eggs.



Beehives

Breaking open Beehives will restore up to three honeycombs on Banjo's life bar—if you can avoid the bees.



Red Feathers

Kazooie will learn to use Red Feathers to fly when you find Red Tiles on the sailing ship in Treasure Trove Cove.



Gold Feathers

Gold Feathers will make Banjo temporarily invincible. You'll discover how to use them in Driker's Cavern.



Running Shoes

Wear the Running Shoes whenever you have a need for speed. You'll learn how to use them in Goba's Valley.



Witch Switches

There are Witch Switches hidden in every world. Stomp on them to get new Jiggy pieces in Gruntilda's Lair.



Sheep Spring Pads

These jump Pads will add a spring to Kazooie's step. You'll learn how to leap off the pads in Mumbo's Mountain.



Flight Pads

Flight Pads are your tickets to high-adventure. Kazooie will learn to fly in Treasure Trove Cove.



Wading Boots

Wading Boots will carry you across piranha-infested waters. You'll learn to use them in Bubble Gloop Swamp.



Golden Banjos

These shiny treasures will increase Banjo's life total by one. Just like a cat, Banjo can have up to nine lives.



A MESSAGE FROM BOTTLES

Your adventure begins right after Tooty is kidnapped by the wicked Gruntilda. While it's tempting to immediately give chase, it's smarter to play it safe and talk to Bottles in front of Banjo's house. Bottles will teach you all of Banjo and Kazooie's beginning moves and challenge you with a series of skill tests.

If you complete all of Bottles' training tests, you'll earn six Extra Honeycomb pieces, and your life bar will be extended by one honeycomb, giving you a big head start.



After you start the game, complete Bottles' lessons to earn Extra Honeycomb pieces.



Kazooie's Feather Flag will earn you this Extra Honeycomb piece. There's also a Golden Banjo behind the falls.



WITCH'S LAIR

Just like the Princess's Castle in Mario 64, Gruntilda's Lair connects all the worlds in the game. As you complete more worlds, hitting Witch Switches and collecting Notes and Jiggys, you'll open up the lair and uncover Gruntilda's secrets.

Jiggy Pieces

There are 100 Jiggy pieces in Banjo-Kazooie. Ten pieces are in each of the nine worlds, and ten more are in the witch's lair. You'll uncover the Witch's Jiggys by pounding Witch Switches and exploring while under one of Mumbo's spells.



After you stomp the Witch Switch on Mumbo Mountain, have Mumbo turn you into a toad so you can get the Jiggy inside the lair.



Doors

Magical red Note Doors divide the witch's lair into sections. You can break the seal on a Note Door when your total world Note score exceeds the gold number written above each door.



Brentilda

The good witch Brentilda has a grudge against her evil sister. She'll tell you secret trivia about Gruntilda's misdeeds. Write down her gossip so you can use it against Gruntilda later in the game.



Cauldrons

Gruntilda's Lair is the biggest place in the game. Luckily, you can warp between areas by using Magic Cauldrons. Find two cauldrons of the same color and touch them to open the warp.



Hidden Goods

Gruntilda's Lair is also packed with Mumbo Tokens, eggs, Red and Gold Feathers, and buzzing Beehives. Stock up on these items so you'll be prepared for the next area.



There's a Gold Feather hidden around this corner. Rotate the camera to spot it.

Switches

If you see floor plates, make sure that you try stomping on them. These square panels are usually switches that open up new places to explore inside the lair. Most switches in Gruntilda's abode have pictures on them that show what they open. The switch in the photo above raises pipe platforms.





MUMBO'S MOUNTAIN

You need only a single Jiggy to get inside Mumbo's Mountain. Look for the puzzle piece just inside the entrance to the witch's lair. Once made, make your way carefully up to the top of the hill and speak to Mumbo.

01 Golden Bango	08 Jiggy Piece
11 Mumbo Tokens	09 Jiggy
22 Notes	10 Honeycomb Piece
00 Red Feathers	11 In Five
00 Gold Feathers	12 Eggs

POND AND PASTURE

There's an ornery bull grazing in the pasture near the pond. Keep your distance or you'll catch an express flight off the tips of his pointed horns.

The Pink Jinjo

Defeat the purple enemies in the field, then use your Flap Flip Jump to back flip your way up onto the high, square rock where the Pink Jinjo is waiting to be rescued.



The Blue Jinjo

The Blue Jinjo is waving his arms, hoping to be saved from his island prison in the middle of the pond. You can double jump to the island or simply swim to it.



Pasture Beehive

You'll find a Beehive buzzing on a hill in the pasture. The bull can't reach you if you're standing on the hill, but you might want to save the Honeycomb Energy for later.



Extra Honeycomb Piece

Remember to come back here later and explore the rocky cliff above the pond. If you do, you'll find an Extra Honeycomb Piece on a ledge.



11 Golden Bango	08 Jiggy Piece
11 Mumbo Tokens	09 Jiggy
16 Notes	10 Honeycomb Piece
00 Red Feathers	11 Denies
00 Gold Feathers	12 Eggs

MUMBO'S MOUNTAIN SUMMIT

Magical Mumbo will transform you into an agile, mountain climbing termito, but first you'll have to pay his fee of five Mumbo Tokens. You'll find enough if you start looking around.

The Beak Basher

Bottles will teach Banjo and Kazooie the Beak Basher from outside Mumbo's skull-shaped hut. You'll use the Beak Basher on every switch in the game.



Eye Piece

There's a Jiggy piece in the right eye of Mumbo's hut. Use the Flap Flip Jump to reach it. In case you're wondering, there's nothing hidden on the roof.



Smashing Huts

After Bottles teaches you the Beak Basher, you can put it to work right away by bashing all the huts around Mumbo's house. Eggs, Notes, the Green Jinjo and even a baddie will pop out of the crushed stacks and reeds. If you're persistent enough to smash all of the huts, you'll find another Jiggy piece.



Meeting Mumbo

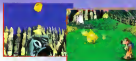
Even if you don't have enough Mumbo Tokens, be sure to introduce yourself to the best shaman in the entire game. If you search around his hut, you're bound to find more Notes and eggs.



Totem Tower

Lay or shoot eggs into Mumbo's rotating totem tower to cut it down to size. Don't blast the bottom of the tower until you stand on it and do a Flip Flip Jump up to grab the Extra Moneycomb piece.

0 Golden Beryls	1 Jiggy Piece
1 Mumbo Tokens	1 Jiggy
38 Notes	1 Honeycomb Piece
0 Red Feathers	0 Bushes
0 Gold Feathers	0 Eggs



Termite Time

Remember to revisit Mumbo after you've found five Mumbo Tokens and pounded down the Witch Switch. After you pay your fee, he'll change you into a backpacking bug as often as you like.



STONES UNHINGED

There's a second summit on the other side of Mumbo's Mountain. Explore the ruins and seek wisdom and guidance. Here you'll learn the Talon Trot.

The Talon Trot

If you explore the ruins, you'll find Bottles. This time, he'll teach you the Talon Trot. Use the move to cross over steep, slanted surfaces without sliding down.



More Notes and the Yellow Jinjo

Now that you know how to use the Talon Trot, run along the steep, grassy hills to collect the Notes and save the Yellow Jinjo. You can explore anywhere except inside the termite mound.



The Orange Jinjo

The Orange Jinjo is on top of the ruins. Bottles tells you to use the Talon Trot to get up here, but you can also hop up without falling.



0 Golden Beryls	3 Jiggy Pieces
1 Mumbo Token	1 Jinjo
0 Notes	1 Honeycomb Piece
0 Red Feathers	0 Bushes
0 Gold Feathers	0 Eggs

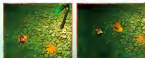
CONGA'S CORNER

An obnoxious, oversized gorilla named Conga inhabits the lower realm of Mumbo's Mountain. He'll grudgingly agree to help you in your quest if you can earn his respect.



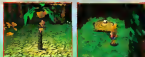
Tangerine Targets

Conga hurls oranges at you, but you can bait him into hitting the three tangerine-colored floor plates. By standing on each of them and moving away at the last second, you'll earn a Jiggy.



Monkey Business

Off in the corner of Conga's territory lives a hungry chimp named Chumpy. Chumpy's not a chump—he'll help you, but first you have to steal an orange for him from Conga's tree.



Witch Switch

If you feed Chumpy, he'll save a platform for you. Hop up onto the platform and jump over to the Witch Switch. Beak Bust the switch to make a Jiggy appear above the mountain entrance.



Egging Conga

If you explore the area around the platform Chumpy raised for you, you'll find bottles. He'll teach you the egg-cking news about egg shooting from the front and behind. Use your eggs to hit Conga and win his last Jiggy.



1 Golden Bells	1 Jiggy Piece
1 Mumbo Token	1 Jiggy
0 Notes	0 Heavyweight Piece
0 Red Feathers	0 Bushes
0 Gold Feathers	0 Eggs

TERMITE HILL

You've beaten Congo, but you still need to get the last Jiggy atop the termite hill. Go see Mumbo and spend your five hard-earned Mumbo Tokens.



Buggy Bullies

You might look like a termiter, but this doesn't mean you'll be popular with the inhabitants inside the colony. These buggy thugs want your backpack, and they're willing to fight you to get it.



Top of the Hill

If you've already picked up the other puzzle pieces, you'll find the tenth and final Jiggy at the top of the termite hill near this 3-Up. If you've collected more than 50 Notes, you now open the first Noto Door.



TREASURE TROVE COVE

Treasure Trove Cove is a desert island complete with a shipwreck and a brokenhearted, blubbering captain. Captain Blubber is the first of many characters you'll have to help in order to earn Jiggy pieces.



0 Golden Bells	0 Jiggy Pieces
0 Mumbo Tokens	0 Jiggy
0 Notes	0 Heavyweight Piece
0 Red Feathers	0 Bushes
0 Gold Feathers	0 Eggs

THE PIER

The pier doesn't look like anything special, but the most commonly missed Jinjo is right below your feet. If you decide to go swimming, watch out for sharks!

Shark Attack

Snacker the shark patrols the waters around the cove. You can defeat him if you have plenty of eggs, but he'll always come back. To avoid him, make your swims short.



The Blue Jinjo

The Blue Jinjo beneath the pier is the most commonly missed in this stage. If you dive off the end of the pier, you can swim to him without becoming a shark snack.



0 Golden Bells	1 Jiggy Piece
1 Mumbo Token	1 Jiggy
0 Notes	0 Heavyweight Piece
0 Red Feathers	0 Bushes
0 Gold Feathers	0 Eggs

NIPPER THE HERMIT CRAB

Gigantic Nipper the crab is king of the beach, and he won't give up his shiny puzzle piece without a nasty fight.



Crabby Nipper

Nipper is one of the first major foes in the game. The trick to defeating him is to use your Kut-a-tat Rap on his sensitive eyes. Wait for Nipper to slow down, then run forward, leap up and peck him right in the eye!



Inside Nipper's Shell

Once Nipper's defeated, he'll flee and leave his shell behind. This shell is bigger than any cave you'll find on the island, and it's inhabited by snapping crabs. Fight your way through the sprawling shell until you find the Jiggy waiting for you in the center.



0	Golden Barges	2	Jiggy Pieces
2	Mumbo Tokens	1	Jajo
28	Notes	0	Honeycomb Pieces
8	Red Feathers	0	Beetles
0	Gold Feathers	0	Eggs

BLUBBER'S SHIP

Crybaby Blubber has lost his treasure and he's a wreck, just like his beached sailing ship. See if you can help this hopeless hippo recover his fortune.



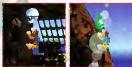
Treasure Hunt

You'll have to swim around to find and recover Blubber's treasure. Use the Beak Buster on the hatch on deck, then swim into the open gun port underwater.



Up the Mast

You'll find a Mumbo Token underneath the crow's nest on the mast. Use the Tolon Trot to climb up the rigging and sherry up the mast to the Green Jajo overhead.



Fly Away

If you talk to "Bottles in the Crow's Nest" on Blubber's ship, he'll teach Kazooie how to fly. You'll need at least one Red Feather to fly, and more if you want to soar higher. Use Kazooie's flying skills to scout out the island and fly up to the lighthouse.



0	Golden Barges	1	Jiggy Pieces
1	Mumbo Tokens	1	Jajo
0	Notes	0	Honeycomb Pieces
0	Red Feathers	0	Beetles
0	Gold Feathers	22	Eggs

THE LIGHTHOUSE

The lighthouse is the highest point on Treasure Trove Cove. From the top you can see the entire island, but you'll have to avoid the roving clams that try to steal your valuable items.



Yellow Jinjo

The Yellow Jinjo is in a palm tree near the cliffs below the lighthouse. It's hard to fly to him, so try jumping from the cliff to the tree.



The Lighthouse Door

The lighthouse door might be locked, but that doesn't mean you can't go in. Use the Beak Barge Attack to break it down.



The Witch Switch

The Witch Switch is on the ground behind the lighthouse. Beak Bust the switch to make a Jiggy appear back in the lair, above the entrance to Treasure Trove Cove.



One Jiggy Above All

After you break down the lighthouse door, you'll be able to climb the ladder to the top of the tower. If you already know how to do the Shock Jump, spring up to the top of the roof and grab the highest Jiggy on the entire island.



1	Golden Barges	1	Jiggy Pieces
1	Mumbo Tokens	0	Jajo
20	Notes	0	Honeycomb Pieces
28	Red Feathers	0	Beetles
0	Gold Feathers	5	Eggs

THE HIGH ROADS

The cliffs surrounding the par near the start are elevated paths. You'll need to take these high roads to learn how to use the versatile Shock Jump technique.



Up the Crates

If you're looking for a way up onto the cliffs, try hopping up onto the crates stacked against the wall near Blubber's ship.



Monster Chest

If you take the path to the right, you'll find a monster chest. Use your Flip Flip Jump to back flip into the chest before it slams shut. Inside you'll find six blue eggs.





Drain the Lake

If you climb up the stacked crates leading up to the high path and look down the opposite side, you'll find Leaky the Bucket. Leaky will help you drain the lake if you patch his holes. Lay two eggs inside the bucket to fix his leaks.



Into the Lake

After Leaky has drained the lake, use your Double Jump to land on top of the castle.



The Shock Jump

If you turn left after you climb the stacked crates, you'll see Bottles. He'll teach you the Shock Jump, the highest jump in the game. Learn to master it on the shock pillars.



The Distant Isle

Launch off the flying disc on top of Blubber's crow's nest to fly out to the distant island and get the Extra Life statue above the waterlogged crate. Be sure to jump and flap all the way back across the water to the shore or you'll end up being chomped by Snacker.



Spell It Out

Once you enter the lake castle, you'll have 100 seconds to solve the puzzle on the floor if you use the Beak Blaster to spell out "BanjoKazooie" on the floor tiles, you'll win a Jiggy.



4	Gold Feathers	1	Jiggy Piece
1	Mumbo Tans	1	Jiggy
14	Notes	1	Honeycomb Piece
26	Red Feathers	1	Boonie
8	Gold Feathers	8	Eggs

SHOCK JUMP PILLARS

Notes, eggs, Red Feathers and a Jiggy are waiting for you on the Shock Jump pillar obstacle course. Vaulting between the pillars is difficult, but you can master it with practice.

Watch for Your Shadow

The key to mastering all the jumps in Banjo-Kazooie is to look for your shadow before you touch down. Don't try to land until your shadow appears on solid ground.



The Pink Jinjo

The Pink Jinjo is three hops away from the obstacle course start. If you line up Banjo with his destination before you leap, you'll have no problem covering the distance.



Cave Jiggy

You can reach the Jiggy inside the cave by hopping up the Shock Jumps on the ledges, but you might find it easier to fly up to it.



Up on Crab Rock

The high rock with the crab and the Notes is difficult to reach. Stand on the pillar where you found the Pink Jinjo and Shock Jump to the rock, then do a Feathery Flap to cover the remaining distance to the crab.



Honeycomb Adrift

There's another waterlogged crate floating out to sea on the other side of the high rock. This is a long swim, so spare yourself the pain by flying out to collect the extra Honeycomb piece.



More Monster Chests

The two monster chests on the other side of the shock pillars have Notes and Red Feathers locked away inside. Flap Flip Jump into each one as it opens, then keep walking across the beach and up the tower in the distance.



0	Golden Barges	0	Jiggy Pieces
0	Mumbo Tokens	0	Jiggy
4	Notes	0	Honeycomb Pieces
4	Red Featheries	0	Seaweed
0	Gold Featheries	0	Eggs

TOWER TROUBLES

There's a treasure hunt waiting for you at the top of the tower, but you'll have to take your time as you make your way up or you'll end up as fish food.



Bearly Worth It

There's an Extra Life statue in the water along the path up to the tower. You can grab it, but Snorklers will bite you.



'X' Starts the Hunt

Use Kazooie's Beak Buster stem on the red 'X' at the top of the tower to start a Jiggy treasure hunt. Follow the arrows by flying around the island and stomp on all six red marks to unearth a hopping treasure chest on a sandbar. Use your Rat-a-tat Rap to break the lock on the chest and free the Jiggy.



1	Golden Barges	2	Jiggy Pieces
12	Mumbo Tokens	1	Jiggy
12	Notes	0	Honeycomb Pieces
4	Red Featheries	0	Seaweed
0	Gold Featheries	0	Eggs

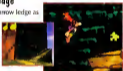
THE FAR SIDE

It's easy to forget about the back of the island, but this is where you'll find the remaining Notes and the second Extra Honeycomb piece. Just watch your balance or you'll end up swimming halfway around the coast.



A Narrow Ledge

You'll spot this narrow ledge as you tot along, collecting the Notes on the three ladders. If you wobble along the path and leap across the floating crates, you'll find a Jiggy in a cave.



Deep Pond Diving

Dive to the bottom of the pond near the top of the third ladder and scoop up another Jiggy puzzle piece.



The Orange Jinjo

You'll see the Orange Jinjo at the very end of the narrow ledge next to the pond containing the Jiggy.



Token Treasures

There are two Mumbo Tokens spinning around inside the chest at the top of the second ladder. Time your jump into the chest carefully or you'll be slammed into the water below.



A Long Jump for an Extra Life

Use a Featherly Flap to land on the ledge on the other side of the pond and get this Extra Life statue.



0	Golden Barges	0	Jiggy Pieces
0	Mumbo Tokens	0	Jiggy
3	Notes	1	Honeycomb Piece
0	Red Featheries	0	Seaweed
0	Gold Featheries	7	Eggs

PERILOUS POOLS

You'll pass six pools on your way back down to the pier. Stock up on the items you find here so you can use them in the next world.

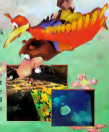
Explosive Encounters

The floating mines don't like you snooping around in their pools. Run or swim quickly to stay one step ahead of them, or jump out of the water whenever you think they're about to explode.



A Sweet Surprise

If you leap into the sea next to the lowest pool, you'll spot this Extra Honeycomb piece on the bottom. Grab it and swim to the right to get back to the beach.





CLANKER'S CAVERN

To reach Clanker's Cavern, return to Gruntilda's picture on the floor in the witch's lair and leap up to the ledge using the Shock Jump Disc. Complete the puzzle to open the drain, leading to this dreary backwater.



0 Golden Banjos	0 Jiggy Pieces
0 Monkey Skins	0 Jingo
16 Notes	0 Honeycomb Pieces
3 Red Feathers	0 Berries
2 Gold Feathers	0 Eggs

ROUGH START

The going gets tough as soon as you step into the first chamber of Clanker's Cavern. Jump up and collect the eight Notes and the Yellow Jingo on the rusted pipes, then swim down into the drain leading to Clanker's cove.

Beasts in the Vents

There are heinous beasts waiting to leap out and grab you when you walk past the broken vents in the room. Slowly make your way up to each vent to lure the beasts out, then dispose of them with the Rat-a-tat Rap.



The Yellow Jingo

The Yellow Jingo is on a rusty platform at the center of the first chamber. He's hard to spot because he's usually waving his arms behind the bouncing Bertha. Circle around the platform to find him.



3 Golden Banjos	0 Jiggy Pieces
4 Monkey Skins	0 Jingo
90 Notes	0 Honeycomb Pieces
10 Red Feathers	0 Berries
5 Gold Feathers	22 Eggs

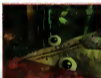
CLANKER'S CAVE

Poor Clanker is Gruntilda's garbage grinder, a job he would gladly quit if you help Clanker. He'll give you his puzzle pieces.



The Blue Jingo

The Blue Jingo is in a pipe that winds into a wall in Clanker's Cavern. Swim into the hole in the wall near Clanker's right eye. You'll find the Jingo halfway through the pipe. Now swim into the hole in the wall behind Clanker's left fin. It's a long passage, but if you swim fast enough you'll reach the Jiggy with enough air to turn around and get back.



High Ledge Hijinks

Use the Talon Toot and Shock Jump to reach the eggs, Feathers and Notes in the eight alcoves near the ceiling. Keep hopping along the ledges until you find the Golden Banjo statue.



Mutant Crabs

If you explore the glowing green pipe near the end of Clanker's tail, you'll find the home of the Snippet Mutants, four ugly, bug-eyed crabs. Defeat all four crabs to win a Jiggy piece.



Through the Tubes

Swim through the tube along the bottom of Clanker's Cavern to collect Notes and Feathers. Maneuvering through these short tubes will get you in practice for navigating the long pipes in the walls, where you'll need every Honeycomb of air.



Up the Pipe

A short vent is broken off underwater near Clanker's left fin. If you dive down and carefully swim up inside the vent, you'll find another Extra Honeycomb piece.



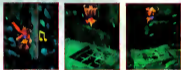
Thar She Blows!

Once you free Clanker, he'll be able to breathe freely on the surface. Walk up on his back and stand on the loose screw in his blow hole. You'll shoot skyward to a new platform where you'll find Notes and a Jiggy piece.



Hunting for Dust Bunnies

You won't find dust bunnies in the vents in Clanker's Cavern, but you'll uncover other essential items. Hop up the Shock Disc near Clanker's left fin and pound your way into the vents to find an Orange Jingo and an Extra Honeycomb piece.



Golden Banjo	Jiggy Piece
Mumbo Tokens	Jingo
Notes	Honeycomb Piece
Red Feathers	Bombies
Gold Feathers	Eggs

Air Supply

Diving to the bottom of Clanker's Cavern will use up most of your oxygen, but you can replenish your supply by swimming through Gloop's bubbles. If you chase Gloop, you'll find the Green Jingo.



Golden Banjo	Jiggy Piece
Mumbo Tokens	Jingo
Notes	Honeycomb Piece
Red Feathers	Bombies
Gold Feathers	Eggs

The Witch Switch

Pounding this Witch Switch will raise the eyes in the floor painting back in the lair. Remember to Beak Bust the eyes when you return to the lair.



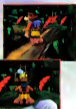
Dental Work

The gold teeth in Clanker's mouth are giving him a headache. Stand on the floating platforms and shoot eggs at the teeth until they fall away. Inside his mouth you'll find a Jiggy and a Mumbo Token.



Jiggy in a Cage

If you Talon Trot up on the tip of Clanker's tail when he's on the surface, you'll be able to reach and explore the high ledges in the back of the cavern. There's a Jiggy locked away in a tiny box. Use your Rab-a-tot Rap to break down the grate and free the puzzle piece.



FREE CLANKER

Clanker is chained to the bottom of the cavern. To free him, you'll have to break the lock at the deepest part of Clanker's Cavern.



Raise Clanker

Unlocking the chain holding Clanker is one of the toughest tasks in this stage. To free him, you'll need to swim through the hole in the lair three times. Retreat to the surface whenever your oxygen supply drops to three Honeycombs.



CLANKER'S THROAT

Banjo will find more treasure inside Clanker. Drop inside the blow hole to explore the rest of the mechanized whale.



Biting Blades

You can walk between these whirling blades to collect the Notes, or, if you talk to Bottles first, you can learn how to pass between the blades without getting hurt.



CLANKER'S BELLY

Clanker's belly is half-full of air. To fill his stomach with water and reach the Jiggy in his tail, you'll have to successfully complete a timed obstacle course.

0 Golden Banjos	1 Jiggy Piece
1 Mumbo Token	1 Air
8 Bottles	0 Honeycomb Pieces
4 Red Feathers	0 Bombs
4 Gold Feathers	0 Eggs

Ring Test

Jump through the green ring to start the test. You'll have 45 seconds to swim and jump through the remaining rings, but you should pass through the rings only when they've turned green. You'll have to do every type of jump in the game, including the Double Jump, to successfully complete the course.



The last two rings are the toughest on the course. Stand on the floating prets and do a Feathery Flip through both of them.

Pink Jinjo

Filling Clanker's belly with water will open up another exit through his left gills. Look for the Pink Jinjo as you're swimming toward the gills.



Flying to the Tail

After you get the Jiggy piece, swim to the Flying Disc on the other side of the belly. Now fly back across the room and into the hole leading in to Clanker's tail.



0 Golden Banjos	1 Jiggy Piece
0 Mumbo Tokens	1 Honeycomb Piece
0 Stars	0 Bombs
0 Red Feathers	0 Eggs
0 Gold Feathers	0

CLANKER'S MOUTH AND TAIL

If you've cleaned out all the pipes in the caverns, the last place you'll need to explore is Clanker's mouth and tail. Then you'll have enough Notes to move on.

Clanker's Mouth

If you've removed Clanker's teeth and picked up the Jiggy and the Mumbo Token, you've almost cleaned up Clanker's mouth. Use the Token that to run around and collect the remaining Notes.



Clanker's Tail

If you make it all the way to Clanker's Tail, Bottles will teach you the Invulnerability Shield move. Use your Gold Feathers to run past the whirling blades and grab another Jiggy.



THERE'S MORE ON THE WAY

Don't puzzle over missing Jiggy pieces! With three worlds covered and six to go, we have lots more in store in future issues. Next month we'll venture into the piranha-infested waters of Bubble Gloop Swamp and dodge ice balls thrown by the sinister snowmen high up on Freezezy Peak!



EA Sports' World Cup '98 is the sure cure for sports sequel syndrome, featuring far more than just updated team rosters. With the ability to call plays and change formations on the fly, you'll be a world-class striker in no time!

WORLD CUP '98

GOPA FEVER

Forget football, baseball, basketball and hockey—soccer is undoubtedly the world's most popular sport. The governing body for international soccer, the Federation Internationale de Football Association (FIFA), currently includes 197 teams and over 200 million members worldwide. The World Cup (often referred to by the Spanish term, "Copa Mundial") is held every four years, and the next one is scheduled to begin this month. Dubbed "France '98" in honor of the host country, this World Cup will be the largest in history, with 32 competing teams and a projected TV audience of 3.7 billion viewers!

MORE THAN A SEQUEL

Many sports sequels serve up little more than updated team rosters, but World Cup '98 is packed with improvements and new features. Besides having smoother animation, smarter goals and better synchronized commentary, World Cup '98 also allows you to call specific plays and team formations without pausing the action. There's even a Classic mode that features famous historical matchups, complete with authentic period uniforms and guest commentary from the world-famous announcer, Kenneth Wolstenholme.





A CLEVER BIT OF PLAY

The bottom line seems simple at first—dribble the ball down the field and shoot at your opponent's goal. In practice, however, straight-line attacks won't get you very far. These advanced maneuvers will help you pull off, as announcer John Motson might say, "a clever bit of play."

Quick Fakes

Hold Z or R and press the Control Stick in various directions to pull a fake-out. Computer-controlled players don't always react very quickly, and by using the fake-out, you can stay in a defender's blind spot.



Flick-Over

Hold R and press bottom C to turn around and flick the ball backward over your head. This is a good move to use if a defender is charging a freight at you. You can then slip around him and pick up the ball again.



IT'S YOUR CALL

Once you move up from the Amateur difficulty level to Professional and World Class play, you'll probably need these "real-time" tactics to keep you on top of your game. When a play is called, your computerized teammates will do their best to follow your lead and move into their assigned positions. There's no guarantee that a play will work, but that's where practice and a bit of luck will come in.



Offside Trap

Hold Z and R and press bottom C to move all your defenders up the field. Playing them forward may catch your opponents in an offside (passing to a teammate that's beyond the last defender).



Wing Back Run

Calling a Wing Back Run (hold Z and R and press left C) will make your wing or your closest teammate sprint up the sideline. You can then pass or lob the ball before he goes offside.

Rocastle 360

The Rocastle is a spin move that's good for dodging tackles or confusing a defender. Hold Z or R and press B to spin one way or the other. This move is more effective against normal tackles than slide tackles.



Nutmeg

Dribbling a ball through a defender's legs is a "nutmeg." To attempt a stop-over nutmeg (your feet will cross over the ball) before you make a short pass, hold Z and press right C. Remember, practice makes perfect!



Draw Foul

If the action's heated, hold Z or R and press top C to fake a spectacular fall. You just may fool the referee into calling a foul on the attacking team. It's risky, but it can work as a last-ditch measure.



Through Ball Run

Hold Z and R and press right C to make your closest teammate run diagonally up the field. If he's in a good field position, he can slip between defenders. Pass before he goes offside.



Attacking Press

To call nearby players to put pressure on an opposing ball carrier, hold Z and R and press top C. The Attacking Press is good for forcing turnovers, but it may also leave you vulnerable.



Passback

Hold Z and R and top A to pass the ball to your nearest teammate. The computer will control the receiver while you move your player into position. Double-tap A to ask for the ball back.

SIDELINE SKIPPING

Another exciting new feature is the ability to preset three basic formations and then switch between them at any time. For each preset formation, you can set your team's overall strategy anywhere from high attack to high defense, as well as your players' individual aggression and attack levels. If a particular formation or strategy isn't working, you can change any or all of your presets while a game is played.

On the Attack

2-5-3



This formation = a high attack level + the Wing Back Plan = lots of shots on goal. On a second preset, use a high defense level to pull the wings back.

3-3-4



If you like to force turnovers near your opponent's goal, that is the formation to use. Call an Attacking Pressing play and watch the sparks fly!

The Possession Game

4-2-4



This balanced formation lends itself to practically any strategy or attack level. The midfielders will have a lot of ground to cover, however.

4-4-2



This is arguably the most flexible formation. The four midfielders provide solid defense as well as the ability to launch an attack from the sidelines.

Digging In

5-0-1



This is primarily a defensive form, but it can work offensively: lure your opponents to your side of the field, take the ball and play the fast break.

4-5-1



If your opponent's offense is overpowering or you just need to hold on to the lead for a few moments more, the 4-5-1 formation will be your best bet.

1998 WORLD CUP QUALIFIERS

GROUP A

The 32 teams that qualified for the World Cup were divided at random into 8 groups. Each group has at least one clear favorite, and we'll be focusing our scouting report on those squads primarily. In Group A, four-time Cup winner Brazil is the obvious contender. The team is rated 10 in every category: shooting, speed, passing, defense and overall skill.

Brazil



Norway



Scotland



Morocco



GROUP B

Italy also ranks a 10 in every skill category, but you may find that they "handle" a bit differently, especially under computer control. Historically, many European teams have played a much more structured and organized game than their South American rivals, who tend to play a short passing game that's focused on individual finesse and flair.

Italy



Chile



Austria



Cameroon





GROUP C

With a rating of 9 in shooting, the French national team is just one point shy of perfection, but this "deficit" won't have much of an impact on their chances for the Cup. In addition, they do have the home field advantage. Denmark could be a dark horse contender in the semifinals, rating 7.5 in passing and defense and 7 in speed and overall.

France



Denmark



Saudi Arabia South Africa



GROUP E

Group C will be host to some of the most exciting early-round challenges. The Netherlands are ranked 9 in shooting and speed, 10 in passing and defense and 5.5 overall. Mexico is right behind with 8 in shooting, 9 in speed and 8.5 in all other categories. Differences of one rating point aren't very significant, so the game itself could go either way.

Netherlands Mexico



Belgium



Korea Rep.



GROUP F

Germany and Yugoslavia will also provide lots of fireworks as they compete for the Group F title. Germany is ranked 10 across the board, but the Yugoslavians are no slouches, with 7.5 in shooting, 8 in speed, 8.5 in passing and 8 in both defense and overall skill. The key for the underdogs will be to strike early and strike often.

Germany



Yugoslavia



USA



Iran



Spain



Bulgaria



Nigeria



Paraguay



GROUP G

With three quality teams, Group G will have the most hotly contested first round. England is the front-runner with a 10 in every category, followed by Colombia with 8.5 in shooting, 7 in speed, 8.5 in passing, 7.5 in defense and 8 overall. Romania will also star the pot with 7 in shooting, 6.5 in speed, 8.5 in passing and defense and 8 overall.

England**Colombia****Romania****Tunisia****ALSO RANS**

The following teams did not officially qualify for France '98, but they were included in the game for variety. In fact, Portugal, Russia and Sweden do compare favorably to a lot of the Cup competitors, at least on paper. If you choose one of these teams in World Cup mode, it will replace one of the official qualifiers in the tournament at random.

Australia**Canada****China****Greece****Portugal****Rep. of Ireland****Russia****Sweden****GROUP H**

Argentina is the runaway favorite in Group H, with 8 in shooting and speed, 10 in passing, 9 in defense and 9.5 overall. If Argentina goes up against Brazil, England, Germany or any of the other top 5 teams in the later rounds, the key to success will be passing and ball movement using primarily the 4-2-4 and 2-6-3 formations.

Argentina**Croatia****Japan****Jamaica**



GOPA CLASSICS

Once you win the World Cup, you'll enable the Classics mode, which features eight famous World Cup championship matches from the past. Each match is authentically detailed according to its time period, including accurate uniform colors and classic-style brown soccer balls. Kenneth Wolstenholme, a renowned former FIFA announcer, will be on hand to give the play-by-play. Classic mode can't be saved on the Game Pak. To access Classic mode again, your World Cup win must be saved to a Controller Pak and then reloaded into the Game Pak.



These classic match-ups are some of the tougher don't eats available. Before you begin a match, you'll see the final score of the actual game. Will you be able to change history with a fairing apart?

1966**England vs. W. Germany**

The 1966 World Cup was the first to be held in our time. West Germany's explosive South American-style strategy backfired as more cautious English squad took the win. Key players included Beckenbauer (right mid-field), W. Germany (left Moore) (left mid-field), England.

1970**Brazil vs. Italy**

The match marked Pelé's debut in the World Cup and a game performance for South American-style play. Brazil became the first team to win the World Cup three times, and they were awarded the original championship trophy perpetually in honor of their great achievement.

1930**Uruguay vs. Argentina**

Few European teams were willing to make the trip to South America for the first World Cup. Uruguay's key player in their 4-2 win was goalkeeper Balburien. He ate great ball handling by Evans and terrific shooting by Stabile. Argentina couldn't rally.

1938**Italy vs. Hungary**

The 1938 World Cup was a reverse of the 1930 contest, with no South American teams willing to travel to Europe, mostly because of pre-WWII tensions. It would be to repeat Italy's 4-2 win, focus on midfielders Santaroni and Andreola, and forwards Beveti and Meazza.

1950**Uruguay vs. Brazil**

In 1950, the world isn't focused to what we now think of as the South American style of play, with stylish and flamboyant ball handling. Unfortunately for Brazil, though, their powerful front line couldn't make up for a weak defense, and they lost the match, 2-1.

1954**W. Germany vs. Hungary**

It's somehow fitting that the first televised World Cup ended with a thrilling upset. Hungary's star forward, A. Puskas, was feared and couldn't play, and many think the game West Germany the edge they needed to win. This time, Puskas is head tie and ready to go.

1974**W. Germany vs. Holland**

Led by Muller, Grubowski and the returning Beckenbauer, the West Germans were able to redeem themselves in this body-contested match. The Dutch team's star forward, Cruyff, was widely considered to be one of the best players of his day, second only to Brazil's Pelé.

1982**Italy vs. W. Germany**

West Germany made yet another appearance in the World Cup final but fell to Italy's overpowering front line. Some key players on the winning team included Cabrini (a strong defender), Tardelli (a stylish midfielder) and Gentile (a catalyst for many strong challenges).

THE MAN IN CHARGE

Having played semipro soccer himself, Nick Malaperm was the perfect choice to be EA's Associate Producer on World Cup '98 for the N64. After spending a couple of weeks with Nick's pride and joy, we'd have to agree with his personal assessment of the game: it's fast, easy to control and a blast to play.



Nick and his design team started work on World Cup '98 before its predecessor was even finished.

FUTURE PLAY

Responding to comments on sluggish play control in earlier soccer games, Nick and his team of 18 artists and programmers worked hard to give World Cup '98 a "real sense of immediacy. It does what you want when you want." He's confident that these improvements will be carried over to the tentatively-titled FIFA '99, which is already deep in development. We can't wait!



MORTAL KOMBAT™

FIGHT



THE ARCADE MACHINE VS. THE FUN MACHINE

Thwap! Crack! Aieee! Popcorn-munching onlookers alternately cheer and cringe as they watch two martial artists execute bone-crushing blows and anti-in-the-pants acrobatics until one fighter is ultimately smeared across the screen. But it's not the latest Jackie Chan film the audience is gaping at. It's *Mortal Kombat 4*, Midway's latest arcade fighting game to further the saga of the Outworld.

Though the MK concept is five years old, the series continues to be a hit, and MK4 maintains that streak, drawing in crowds as well as quarters by the pocketful. Much of the success comes from MK4's three new features that set it apart from previous MKs and fighting games: 3-D fighters in 3-D arenas, weapons that can be picked up or swiped away, and a fighting engine that's running faster than ever. So fast, in fact, that it's quickly heading to the N64.



Arcade screen shot

Midway has built a strong reputation by successfully translating arcade hits into faithful ports for home video game systems. Like a punch square in the solar plexus, Midway's N64 version of MK4 is yet another dead-on hit that's a dead ringer for its arcade inspiration...and then some.

In addition to retaining the arcade graphics, moves, and cinema scenes with dialogue, the N64 version will include a new arena, a boss character, and possibly more surprises that will never surface in arcades. So far, MK4 has been twice tweaked in arcades to boast new features, and Nintendo's version will benefit from this road-testing by including all improvements from the latest MK4 arcade update (known as "Revision 3").

With its extras, the home version of MK4 could overshadow the arcade version. Thwap! Crack! Aieee! It may just be a knockout.



N64 screen shot

THE KOMBATANTS

Escaping Raiden's imprisonment, banished god Shinnok now threatens the existence of earth and the other realms. Once again, a handful of fighters, including these seven newcomers to the tournament, will determine fate by battling in Mortal Kombat's fight-to-the-finish slugfests.



FUJIN
Known as the Wind God in MK Mythologies, Fujin is one of earth's last surviving gods who can oppose Shinnok.



REIKO
Reiko, a mysterious warrior who once led Shinnok's armies, returns after being M.I.A. to again serve the banished god.



JAREK
The Black Dragon's Jarek is Sonya's wolf rival, but the threat of a coroner too forces them to put differences aside.



SHINNOK
A fallen god at odds with the Elders, Shinnok now yearns to destroy his captor, Raiden the Thunder God.



KAI
Not only is he Liu Kang's friend, he is also his agent. Kai is a superior fighter who learned from many masters.



TANYA
Tanya unwittingly lets Shinnok into her world. Only by defeating him can she free her horse.



QUAN CHI
Sorcerer Quan Chi freed Shinnok, and now he fights alongside the banished god to overthrow the Elders.



MK4 AND AFTER

Something old, something new, MK4 introduces many things to the weapons, character fight, plus some new ones.

CHARACTER	DEBUT	OLD MOVES REVISITED	NEW MOVES ADDED	WEAPON
Jaxx's Cage	MK	1	1	Fireball (Lionel)
Fujin	Mythologies	-	0	Laser (Green)
Jarek	MKG	-	7	Bread Sword
Jax	MK 2	6	2	Mace
Kai	MK 4	-	9	Saber
Liu Kang	MK	5	2	Sword
Quan Chi	Mythologies	-	0	Mace
Raiden	MK	4	2	Hammer
Reiko	MK 4	-	0	Mace
Reptile	MK 2	3	4	Battle-axe
Scorpion	MK	6	3	Sword
Shinnok	Mythologies	-	-	Spear
Sonya	MK	5	4	Rosary Blade
Sub-Zero	MK	5	1	Club
Tanya	MK 4	-	7	Boomerang

* Shinnok can mimic any character and use any of his or her moves.

NG4 VS. THE ARCADE

Midway designed the NG4 version of MK to stand on its own in the arcade version. With some added extras, it's even better.

	NG4	ARCADE VERSION
Fighters	15	15
Hidden Fighters	At least 1	At least 1
Boss Characters	1	0
Arenas	2	6
Animation Frames per Second	60	60

ONE MEAN FIGHTING MACHINE

TRY HOBBYKAMPING 3-D!

With *Mortal Kombat*, the first time a developer added new characters, fatalities, fatalities, and fatalities, MK4's new features are the first in the series to radically break the mold. Unlike its predecessors, MK4 features 3-D characters in 3-D arenas. Game play, however, remains essentially 2-D. Occasionally a special attack may aim an opponent (or piece of one) against a wall, ceiling, floor, or a handy weapon may be in the background. But after a few minutes, 4-hour and the third dimension, the battles will quickly reverts to a 2-D plane as the fighters again battling face-to-face in traditional MK fashion.



Camera angles will automatically reposition to highlight the path of certain special moves. Polygonal blood can splatter in every

Mortal Kombat has always been about confrontation rather than evading and circling around your opponent, so the 3-D look of MK4 serves more of an aesthetic purpose. Camera angles will automatically reposition to highlight the path of certain special moves. Polygonal blood can splatter in every

WEAPON-TO-WEAPON KOMBAT

Most revolutionary of all MK4's new features is its interchangeable weaponry. Other fighting games have armed their warriors with weapons, but they've never been able to snatch weapons from their opponents' hands to use them against their owners.

Each MK4 fighter has a special weapon, and a controller sequence will allow your fighter



direction, and evenly-polygonal fighters no longer seem to be missing a few frames of animation. Moreover, MK4's characters no longer resemble flat paper dolls, nor do they resemble boxy polygons with painted-on faces. Impressively, the characters are stuffed with enough polygons to achieve a smooth, almost-rendered, look.



to pull his or her weapon out of thin air. The other fighter can then brandish his or her weapon or even yours, if you drop it, and your enemy retrieves it from the arena floor. Boulders, skulls and other items that pepper the battlefields can also be picked up and used as weapons against enemies. Once a game of hand-to-hand combat, MK4 has grown to involve swordplay and sharpshooting.

MK4 FOREVER

MK4 for the N64 skips on nothing when it comes to recreating the arcade version's graphics and fast and furious game play. Moves, fatalities, character AI and the individual fighters' cinematic finales remain true to their arcade inspiration. But the home version also goes a step further by including an extra arena (the Ice Pit), different game modes (including Team Tournaments and Endurance Contests), and the added challenge of a boss character (a certain four-armed thug who hasn't fought since the first MK).



MK4 VS. OTHER FIGHTING GAMES

MORTAL KOMBAT 4 KOMBAT

MK4 is due out this June. Will it have a fighting chance against MK's long-time 3-D tournament fighter? Compare for yourself.

	MORTAL KOMBAT 3	MORTAL KOMBAT TRILOGY	MADE	REVIVER'S DESTINY
Company	Midway	Midway	Midway	DAVEY
Rating	M	M	M	T
Regular Fighters	15	26	12	3
Hidden Fighters	At Least 1	4	5	5
Boss Characters	1	2	2	3
Options Per Fighter	2	2 +Bersalties, Animalities, Friendships & Brutalities	1	0
Stage Fatalities	Yes	Yes	No	No
Interchangeable Weapons	Yes	No	No	No
Blood	Buckets, optional	Buckets, optional	Farts, optional	None
Gore	Very High	High	Medium	None
3-D Game Play	Somewhat	No	Yes	Yes
Players	1-2	1-2 (Simultaneous) + an 8-Player Round-robin Tournament	1-2	1-2
Size	96 Megabits	64 Megabits	96 Megabits	96 Megabits
Controller Pak	Yes	No	No	Yes
Rumble Pak	Yes	No	No	Yes
Cinema Scenes With Dialogue	Yes	No	No	No
Different Game Modes*	7	4	2	6 (Including Reo's Attack's Three Competitions)
Game Screen				

*Multiplayer variations of the same mode are counted as one mode.

CHOOSE YOUR DESTINY

Mortal Kombat 4 for the N64, when compared to other fighting games and even its arcade counterpart, emerges as a worthy contender in the ever-expanding ring of fighting games. Should

you choose MK4 as your fighting game destiny, keep an eye out for upcoming Nintendo Power articles that will cover the game's strategies and secrets. MK4, with its polished game play, new look, and interchangeable weaponry, definitely adds a new spin to its genre—a spin that could very well be the fate-sealing factor when you're choosing a fighting game.

CLASSIFIED INFORMATION

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MEMBER IDENTIFICATION #

Snowboard Kids

More Boards, More Thrills

Summer's here, but there's still a lot more wintry fun to be had with the Snowboard Kids! The code below will activate the hidden character Shinobin, an entire line of Shinobin snowboards, all the standard courses and four secret courses: Dizzy-Land, Quicksand Valley, Silver Mountain and Ninja Land. We broke down the code into steps to make it easier to read, but you should enter it in one, steady sequence on the Title screen.

- | | |
|---------|---------------------------|
| Step 1 | Up, Down on Control Stick |
| Step 2 | Up, Down on Control Pad |
| Step 3 | Bottom C, Top C |
| Step 4 | L, R, Z |
| Step 5 | Left on Control Pad |
| Step 6 | Right C |
| Step 7 | Up on Control Stick |
| Step 8 | B Button |
| Step 9 | Right on Control Pad |
| Step 10 | Left C |
| Step 11 | Start |



Enter the entire code as the Title screen without pausing.



Don't be, look at that. Time to hit the slopes, buddy!

San Francisco RUSH

EXTREME RACING

Rush on the Rock

Here's a multistep code for San Francisco Rush that will open up a hidden track on the island of Alcatraz, otherwise known as The Rock. When entering directional commands, you may use either the Control Pad or the Control Stick.

You'll need the F1 car for this code. If you don't have it, first win any Circuit on Medium difficulty. From then on, if you use the same player, you can go to the Track Select screen and press Z four times to activate the F1 car.

Now for the Alcatraz code. Complete a Circuit with the F1 car and watch the entire end cinema scene. Now enter the One Race mode and go to the Car Select screen. Hold left C and press Z. Release both buttons, then press Left. Press B several times to go back to the main menu.

Now access the Setup screen. Hold top C and press Z. Release both buttons, then press Up. Go back out to the main menu.

Reenter the One Race mode and go to the Track Select screen. Hold right C and press Z. Release both buttons, then press Right. Select any track you wish.

Now go to the Car Select screen. Hold bottom C and press Z. Release both buttons, then press Down, L and R. If you enter the code correctly, you'll hear a trumpeting sound. Go back to the Track Select screen and scroll through the tracks to find Alcatraz.



You must have the F1 car for this code to work.



Take a ride on The Rock and bring home the trophy!

STARFOX 64

Infinite Point Match

Our thanks to the clever net surfers who sent this trick to our web site. To extend a Point Match as long as you like, first begin a three-player, five-point match. The trick is to have one player rack up four wins and then defeat two players simultaneously. If the two players are defeated at the exact same moment, the win counter will jump to six points, going past the normal limit of five points. The match will continue until you reset the game. This trick works best if the two "target" players are characters, not tanks or Arwings.



Now the character's stand is one spot. Use a bomb to defeat two simultaneously.



If the trick works, you can extend the match indefinitely with no point limit.

WCW VS nWo

WORLD TOUR

Evil Unmasked

This is such an obvious trick! So why didn't we think of it before! (Don't answer that!) To rip off an opponent's mask, repeatedly use an "eye gouge" attack. If you have one. After a few times, your mysterious foe's face will finally be revealed to the world!



C'mon, ya! Let's see what you're hiding under that mask!



What the...? Oh, my goodness, it's one of those face-locks!

TOP GEAR RALLY

Secret Car Codes

Up until now, you had to complete season after season to gain access to these secret cars in Top Gear Rally. Now they can be yours with just a few simple button presses!

Before we get to the codes, though, we do have a favor to ask. We know that if you complete the sixth season of the fifth year, a Reflective Point option will appear on the Decal screen (press bottom C to access it). We don't know if there's a quick code for this option, but if you find one, drop us a line here at Classified Info, okay? Much obliged.

Helmet Car

Once a race begins, press Up, Up, Z, B, A, Left and Left to switch to the Helmet Car. When entering any Top Gear Rally code, use the Control Pad, not the Control Stick.



The Cupra

If you'd prefer the cool, sleek look of the Cupra, press bottom C, Up, B, Right, A, bottom C, A and Right once a race begins.



Beach Ball Car

Now this is a car! Press B, B, A, Left, Left, bottom C, A and Right once a race begins to take the Beach Ball car for a spin.



All Normal Tracks

To open up all the normal tracks in Arcade's Time Attack and Practice modes, press A, Left, Left, Right, Down and Z once any race begins. This will not open the Mirror tracks.



BLITZ

GOLDENEYE 007

Broads Action

We don't usually print arcade game codes in Classified Info, but we thought we'd make an exception in this case. Back in Volume 107, we announced that Midway is going to port their arcade hit, NFL Blitz, over to the N64. As part of our preview, we revealed a bunch of secret codes for the arcade game, and now we have a few more.

All codes are entered on the Matchup screen. The first number in each code is for the Turbo button, the second for the Jump button and the third for the Pass button. First press the control buttons the number of times shown, then press the joystick in the direction shown. For example, to activate the Power Blockers, press Turbo three times, Jump once and Pass twice, then press left. You can enter as many codes as you like before the Matchup screen fades.

Code	Control Sequence
Big Head Team	2-0-3 Right
Bullet Passes	2-5-0 Left
Hide Name	1-0-2 Right
Huge Ball	0-5-0 Down
Huge Head	0-4-0 Up
More Speed	4-0-4 Left
Power Blockers	3-1-2 Left
Power Defense	4-2-1 Up
Thick Fog	0-4-1 Down
Tiny Team	3-1-0 Right
Random Plays	1-1-5 Left
Unlimited Turbo	5-1-4 Up

Hiding Place

Here's a sneaky trick that a certain GoldenEye guru sent to our web site. If you're playing a multiplayer match in the Facility, there is a way to jump up into the air vent in the bathroom ceiling. Enter the stall below the vent, stand on the toilet and face the stall door. Press and hold left C to crouch. While still holding left C, press and hold R and press Left on the Control Stick. If you're in the correct position, you'll turn around two or three times and then pop up into the vent. Push up on the Control Stick to crawl forward.



You'll be safe from direct fire, but not from explosives.



Uh, eh—I think I'm stuck. Uh, guys? Hey, guys!

BUST-A-MOVE 2 ARCADE EDITION

Extra Puzzles

This code is normally revealed once you complete the Puzzle mode, but we thought we'd save you the trouble. Press A, Up, B, and Down on the Title screen to access more puzzles. If the code is entered correctly, a small figure will appear in the corner of the screen.



Be ready to enter the codes right after you select your team.



Some of the code effects are subtle, and some are...yep! What's up with that?



If this little guy shows up, you're golden.



We're sure you puzzle fans will eat this up.

CLASSIFIED INFORMATION

NFL CLUB 98

The Last Gasp

These are absolutely, positively the last codes that we know of for NFL Quarterback Club '98. The key phrase here is, "that we know of." Who knows? We'll probably receive an e-mail tomorrow revealing even more!

You've probably memorized the spiel already, but here it is: all codes are entered on the Cheat menu, and you'll hear a tone if a code is entered correctly. Most codes will work together, and there's no limit to the number of codes you can activate. Now if you'll excuse us, we're just gonna mmh-bop on outta here...

Einsteins

To raise your players' intelligence to something above the level of the average houseplant, type in YNSTYMS on the Cheat menu.



Super Dive

Enter B6SPRDV on the Cheat menu to give your players maximum distance on a dive. It's kind of like using those water slide things in the backyard, only better.



Electric Football

You can relive the glory days of lightning-quick football by typing in VLECTRFB on the Cheat menu. All the fun of the old game, but the Controller won't vibrate.



Bad Offense

If you enter LLDFFCK on the Cheat menu, your offense will, well, suck big time. And how much are these guys getting paid?



Bad Defense

To make your defense fall over and play dead, enter LLDFFCK on the Cheat menu. Looks like these guys didn't eat their Wheaties...



Baby Mode

To activate Baby Mode, enter P6YBYMD on the cheat menu. So, just how young are they going to go for the draft, anyway?



Instant Pass

We know all that Star Trek stuff would come in handy one day, if you enter LOSTETRK on the Cheat menu, a throw pass will immediately teleport to the receiver's hands.



Always Tip Pass

If you enter LWYSTPSS on the Cheat menu, the defending team will always tip the ball on passing plays. Fun, huh? Real!



If you have an awesome trick, password or code for our Classified Information files, drop us a line at the address at the right. For access to even more cool codes and tips, check out Nintendo's official web site at www.nintendo.com.

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BIO FREAKS™



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It stands out like a freak in the fighting genre. Since when has hacking off opponents' arms while flying freely about booby-trapped arenas ever been the norm?



Not far in the future, big business and corporate greed will tear apart the United States. Midway's gruesome tournament fighter Bio Freaks chronicles this tale of America's second Civil War, an interstate struggle in which domination of technology and the dollar have turned state against state. Cloning, gene manipulation and bio-engineering have become horrific realities, and giant corporations, or the GI-Corps, have taken over each state's, weakened, bankrupt government.

From the new technology arise the "Bio F.R.E.A.K.S.," Flying Robotic Enhanced Armored Killing Synthoids. At first, the humanoid-war machines are used for such terrorist acts as

spying and kidnapping, but a new faction of the withering U.S. government intervenes.

In the hopes of restoring the U.S. into a unified country, the government has set up the Secret Games, a battle royal, in which a state puts its fate in the hands of its native Bio Freak. Each Synthoid represents its home state in a battle against another state's fighter, and control of the losing state goes to the surviving fighter's GI-Corps.

The story of the F.R.E.A.K.S. is not your usual fighting fare. Nor is the game itself, which will combine the new element of complete and free 3-D movement with slice-'em-dice-'em carnage that's intended for only mature audiences with strong stomachs.



FULL 3-D AERIAL FIGHTING

While other tournament-fighting games such as *Mace* hint at the possibilities of 3-D interactive arenas, none of them allows the complete freedom of movement that *Bio F.R.E.A.K.S.* does. All eight fighters are outfitted with rockets that enable them to hover to the arena's ceiling, overhanging ledges or any other area of the battle pit. No longer will combatants be locked into fighting from an "eye-to-eye" position. Instead, fighters can explore the multilevel arenas to battle their opponents from above, below, beside or anywhere in between. Now more than ever, positioning and the element of surprise play key roles in fighting.



Dodging as laser beams is a simple sidestep. Players can fly up their rockets to fly anywhere in the multilevel arenas.



As long as their Power Meters aren't empty, players can use special aerial attacks to battle in 3-D mode.

INTERACTIVE ARENAS



Acid pools surround some fighting arenas, so you'll have to watch every 3-D trap you take.



Roof-trapped with hazards, the arenas themselves will become threats to your fighter.

Total freedom of movement will have its downside, too. Not only will you have to constantly watch your back, but one misstep or piloting error can land your fighter in an arena's booby trap. Most battle pits feature interactive hazards such as fire pits, lava pools, and buzz-saw-equipped walls, so fighters will have to reckon with their environment as well as their combatants. Of course, you can also use the arena traps against your opponents. While your foe will see shields to defend against your barrage of firepower, your blasts can still force your victim backward into toxic slime pits, off ledges or into the flattening rollers of a mechanical press.

SHIELDS UP

The F.R.E.A.K.S. have been bio-engineered to generate a metallic shield around themselves when in danger. However, the fighters' limited shield power will maintain the protective shells for only a few seconds at a time until the Shield Meter refills. The combatants will use their shields often, so you'll need to deal out a constant barrage of attacks in order to hit them during that brief period when their shields are recharging.



LIMB LOSS

Bio Breaks drips with gore, but it's not there to just gross you out. Ever wonder how the *Venus de Milo* would fare in a fight? With the Limb Loss option, fighters can lose their arms if they take enough damage. Armed or not, fighters must finish the fight, but most of an amputee's upper body attacks will be relegated to harmless shuffling.



FOUR MODES OF PLAY

ARCADE In Arcade Mode, you'll take on each of the seven other fighters in a three-round matchup that will ultimately lead to a showdown against the game's two boss characters.

VS.

VS. Mode is the game's two-player mode. Even if a novice goes up against a pro, the players will be able to have a fair fight by manipulating their Life Meters. Players can increase their fighter's health to as high as 140% or decrease it to as low as 60%.

SURVIVAL In Survival Mode, players will fight until they lose one fight in the endless cycle of single-round matchups against the seven other fighters plus Chorus.

TEAM BATTLE

In Team Battle, players can draft their own teams of fighters to battle through a customized Bio F.R.E.A.K.S. tournament ladder.



THE BIO F.R.E.A.K.S.

A handy list of your fighter's special moves will appear if you pause the game and highlight "Character Moves." But since there are well over a dozen moves for each of the eight main

F.R.E.A.K.S., we've singled out ten moves per fighter that we think will lead you to victory. All moves listed here, as well as the ones on the Character Moves screen, apply when your fighter is standing to the left of an opponent. If you're to the right, simply reverse any left or right arrows.

BULLZEYE

F.R.E.A.K. CLASSIFICATION: SYNTHOID



Bullseye has survived battle after battle without ever losing a biotic limb. The trooper's massive firepower wins most of his battles, and a constant Grenade attack can possibly win him a perfect victory.



When cornered, unleash the Plasma Storm to leap over enemies while showering them with firepower.



If an enemy is closing in on you, lay mines with an Air Chop Gas Attack so your foe will walk into them.

NP'S POWER PICKS

Hi Low Attack: \curvearrowright RP+LP
Rocket Climb: \curvearrowright +FR
Dive, Roll & Shoot: $\bullet\bullet$ +FR
Slide Away & Shoot: $\bullet\bullet$ +RP+LP
Air Chop Gas Attack: $\bullet\bullet$ +RK+LK
Left Grenade: \bullet LP
Right Grenade: \bullet RP
Shoulder Charge: $\bullet\bullet$ LP
Plasma Storm: $\bullet\bullet$ +RP+LP
AERIAL ATTACK
Aerial Skull Bomb: \bullet LK+LP

DELTA

F.R.E.A.K. CLASSIFICATION: SYNTHOID



Delta fights for the Indiana/Michigan GI-Corps, but her allegiance may actually be with the Resistance. Regardless, her home state needs her talents, in particular her speed and acrobatic skills.



The Sword Spout's lasers sweep across most of the arena, making it the ideal attack against airborne enemies.



The Mystic Bomb is an easy two-hit combo. Once it locks over your foe, follow up with a Mystic Bomb.

NP'S POWER PICKS

Racer Spin: \curvearrowright LP
Rising Turbo Top: $\bullet\bullet$ RK
Sword Spout: \curvearrowright FR
Slicer Sword: \bullet LP three RP
Laser Swipe: $\bullet\bullet\bullet$ LP
Mystic Bomb: \curvearrowright LK+LP
Planted Pounce: RK+LK+
Back Strike: $\bullet\bullet$ +RK+RP
Life Stealer: $\bullet\bullet$ LK+LP
Lower Splice: \curvearrowright RK+LP

PURGE

F.R.E.A.K. CLASSIFICATION: RETRO



Born from the ashes of a heated rivalry between Utah and Texas, the talented Purge is the product of both warring states' technology. Throwing flames is Purge's specialty, so most enemies can't get near him.



If an enemy is behind you, spin into the Burning Top to burn once the FREAK is a whirling dervish.



Flame Pillar scorches large areas, but avoid using them on islands or you may not find a safe landing spot.

NP'S POWER PICKS

Flame Pillar: $\bullet\bullet$ LP
Phoenix Attack: \curvearrowright RP+LP
Burning Top: $\bullet\bullet$ FR
Cutting Top: \curvearrowright RP
Napalm Collider: $\bullet\bullet$ +RP+LP
Lower Mower: $\bullet\bullet$ RP
Head Face: $\bullet\bullet$ LP
Ground IT: \curvearrowright RK
Hi-La Barr: $\bullet\bullet$ +FR
AERIAL ATTACK
Carpet Bombing: RP+LP

MINATEK

F.R.E.A.K. CLASSIFICATION: GIGANT



Like the beasts bred for bullfighting, Minatek has been created solely for the Secret Games. However, the bull-Dozer secretly supports the Underground, and his close-combat skills may help him defect there.



If you can't direct hit with three Mouth Cannon Barrages in a row, you'll defeat any foe for FREAK.



Back and Forth with the Guided Silbo. Popping your can't escape Minatek's battery of buzzing missiles.

NP'S POWER PICKS

Mouth Cannon Barrage: LK+RP+LP
Guided Silbo: $\bullet\bullet$ LP
Rocket Silbo: RP+LP+
Triple Shot Battle Cannon: \bullet LK
Charge 'n' Run: $\bullet\bullet$ LP
Target 'n' Fire: $\bullet\bullet$ RK then FR
Spinning Shockwave: $\bullet\bullet$ RK+LK
Rocket Silbo Attack Right: $\bullet\bullet$ FR
Rocket Silbo Attack Left: $\bullet\bullet$ FR
AERIAL ATTACK
Aerial Ground Shockwave: \bullet RP+LP

NP'S POWER PICKS

Tornado Vortex: + •LK
 Geelfighter: + •FR
 MIT: Shockwave: LK+RP+LP
 Dive, Slide & Shoot: RK+LK
 Double Whammy: •RK+RP
 Running Clothesline: •RP
 Twist Again: + •LK+RP
 Spike Grenade: + •FR
 Spinning Top: + •LK
AERIAL ATTACK
 Air Triple Grenade: + •FR



ZIPPERHEAD

F.R.E.A.K. CLASSIFICATION
 RETRO

Zipperhead is a renegade Freak whose defective bio-drive allows him to think freely. After he had lost his arms in a bout with Bulky, Zipperhead fled to the Underground to plot his revenge.



Use your foe into a sitting trap with a Tornado Vortex trap, then throw a single Spike Grenade at your captive.



For a two-hit combo that knocks opponents off their cybernetic feet, execute the Dive, Slide and Shoot.



NP'S POWER PICKS

Gas Bubble: + •LK+LP
 Swamp Attack: + •FR
 Swamp Teleport: + •LP
 Stink Attack: LK+RP+ •
 J.A.W.S.: + •FR
 Energy Spread: + •LK
 Triple Shockwave: RK+LK+LP
 Mael Attack: + •RP+LP
 Gouging Bell: •RK
AERIAL ATTACK
 Aerial Pete Ball: RK+LK



SSAPO

F.R.E.A.K. CLASSIFICATION
 MUTATE RETRO

Hideously toothy in appearance, Saapo has turned out to be the princely savior for New Mexico. With his brutish hand-to-hand skills and quick medium-range attacks, he has won independence for his state.



To knock down an opponent from a medium distance, launch Saapo's gnawing J.A.W.S.



Enemies can still fight long within the Gas Bubble, but their shields will no longer work.



NP'S POWER PICKS

Zorro Cut: •RP
 Skilling Fire Trail: + •RK+LK
 Big Wheel Slide: + •RK+LK
 Hammer Glove: RK+RP+LP
 Shield Throw: + •LP
 Chattering Teeth: + •LP
 Hammer Throw: + •RP
 Golf Swing: + •LK
 Dyeo Balloons: + •RK
AERIAL ATTACK
 Balloon Miss: •RP+LP



PSYCLOWN

F.R.E.A.K. CLASSIFICATION
 SYNTHOID

Psychlow's mind constantly runs in overdrive—so much so that he's on the verge of insanity. His approach to fighting is just as twisted, and his outlandish moves are prime for long distance battling.



No matter where they run, enemies won't be far from an explosion once Psychlow releases his Dyeo Balloons.



To keep enemies away, extract the Chattering Teeth that will create an explosive barrier around Psychlow.



NP'S POWER PICKS

Toxin Shot: •RP
 Teleport: RK+LK+ •
 3 Jewel in Toss: + •RP
 Spinning Bola Shot: + •RP+LP
 Flooding Mines: + •RK+RP
 Blast Slug: + •FR
 Short Circuit: + •+LP
AERIAL ATTACK
 Air Healing Mine: •RP+LP
 Aerial Electric Storm: •RK+LK
 Aerial Jewels: + •RP



SABOTAGE

F.R.E.A.K. CLASSIFICATION
 UNKNOWN

Sabotage is a soldier of fortune who's fast on the draw and quick with the kicks. Aside from Delta, she's the only other fighter who can pull off a three-hit combo with three taps of a C Button.



For a speedy projectile barrage with the potential for a three-hit combo, launch the 3 Jewel in Toss.



To keep enemies at a distance, back up while repeatedly performing Sabotage's Flooding Mines however.



FRS - Flange Punch
 LP - Left Punch
 FRK - Flange Kick
 LK - Left Kick
 FR - Fire
 FRW - Forward

THE SECRET GAMES COMMISSION (SGC)

Freelancer Sabotage serves the SGC, the organization that seeks to make the Civil War more "civil" by putting the lives of F.R.E.A.K.S. on the

line. However, she and her fellow fighters are beginning to resent being pawns in the SGC's great hope for reunification.

ARCADE MODE STRATEGIES

In Arcade Mode, you'll face the other seven Bio F.R.E.A.K.S. in a randomly organized tournament ladder. To climb to the next rung, you must be the first fighter to win two fights in a

given three-round bout. All of the fighters have their personal fighting styles, and here we're detailing the best offensive strategies to use against them.

BULLZEYE



Pancake Bullseye is his own arena traps by stationing yourself on the ledge above the steamerroller. When he follows, sweep kick off the ledge and into the trap.



Atop the battle pits ledges, you'll be somewhat protected from enemy missiles fired from the mezz floor. Your projectiles, however, should easily connect with foes below.

DELTA



Delta is an ace flier and one of the fastest F.R.E.A.K.S. in Neo America. Stay grounded while fighting her because she'll outfly and outfight you in the sky.



Instead of approaching Delta, let her crash to you; her long-range defenses will keep you at bay, but if she means you, you can easily throw her into the fire pit.

PURGE



Purge's main offense is to engulf the battle pit with flames. As soon as he raises his arms to fire, activate your shields or use your rockets to lever above the heat.



Simply Purge rarely fights defensively. If you stay near the edge of the platform, Purge will overzealously teleport to attack you, and you can easily toss him into the lava.

MINATEK



Minatek has strong arms and legs, making him a formidable foe at close range. Escape his clutches by flying then quickly enabling your shields to avoid his guided missiles.



Land on one of the battle pit's high, narrow ledges. Since Minatek usually stays on the main floor, you can launch your long-distance attacks from above.

ZIPPERHEAD



In Zipperhead's battle pit, a section of freeway overpass juts out from a wall of flowing lava. Whoever can dominate this area of road will have the fighting advantage.



Use jump-in/jump-out tactics against Zipperhead, immediately after attacking the Retro Synthoid, take flight. Before he can set his sights on you, land, attack, then retreat.

SSAPO



Scape is a pro at close combat, and he'll often follow his quick two-hit combo punches with a sweep kick. Projectile and normal attacks will keep the frenzy on the defensive.



Sidestep and move often when battling Scape. If you come to a stalemate near the edge of the platform, he'll teleport to you and knock you into the reflective slime.

PSYCLOWN



Psychlow fights frantically in close combat, packing in combos after combos. Use sidestep and normals to keep your distance from the circus clown's over-the-top attacks.



Ready your shields if Psychlow charges you. Once he's at point-blank range, retaliate with any attack that knocks your opponent to the ground, then distance yourself.

SABOTAGE



Use your firepower to blast Sabotage out of point-blank range. Since she's a pro at head-to-head combat, you'll want to keep her a few steps away from you.



Sabotage prefers close combat, but her arena is large enough that you can avoid it. Knock her into the smolder arena to make her an easy target for your long-distance attacks.

THE SUPER F.R.E.A.K.S.

BIOFREAKS



NINTENDO 64

After defeating your seven competitors, your Bio Freak will face two of the Secret Games' most mysterious and powerful warriors. Both Clonus and Mutilator boast an excess of

cybernetic enhancements and technological trickery, making their weaponry more destructive and armor more resistant than any fighter you've battled thus far.



CLONUS

FREAK CLASSIFICATION: UNKNOWN

Clonus becomes the shadowy mirror image of whomever it's fighting. It knows your every move but it is a stronger version of your fighter. You'll face off with your spitting image once you've defeated your seven opponents in Arcade Mode.



Clonus looks like your fighter and uses your moves, but your special attacks won't cause as much damage as the Doppelgänger's version of them.



Cyclone-fast Clonus is quick with the attacks, making it tough to get a move in edgewise. Stay on the move and use combo moves and knock-down attacks.



MUTILATOR

FREAK CLASSIFICATION: DOZER

Its size and might, mammoth Mutilator overshadows all other Bio F.R.E.A.K.S. The monstrous dozer is roughly four times the size of the average fighter, and the damage she deals is just as massive. While your Synthoid will stand at Mutilator's knee level, your attacks will fare better if you focus them on her upper body.



Fight from one of the islands, but relocate to another as soon as Mutilator approaches, or her enigmatic stomping may knock you overboard.



If Mutilator hooks you into the water, immediately fly out to escape the pressure. A aerial attack is the most manageable offense.

MORE WAR

Even after you've defeated Mutilator, the Civil War will wage on. Bio F.R.E.A.K.S., with its full 3-D movement, makes for very replayable tournament fighting. Moreover, the game contains hidden characters, a first-person perspective to alter your strategies and approach, and extra moves such as taunts. There's a war out there, and Bio F.R.E.A.K.S. strives to make it worth fighting.



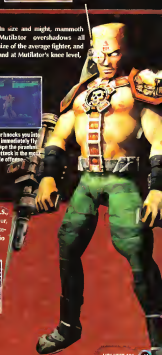
For a first-person perspective, push the Control Pad away from your opponent while pressing the Start Button.



New America is a country full of F.R.E.A.K.S., and at least two hidden Synthoid characters lurk inside the game.



To perform your fighter's enter-inking, but useless, taunt, press the left C and right C Buttons at the same time.



VOLUME 109

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STEP UP TO THE PLATE IN ACCLAIM'S SUMMER CLASSIC



ALL STAR BASEBALL 99

SO REAL YOU CAN TASTE THE PEANUTS

Featuring almost perfectly modeled stadiums, thousands of animation frames and a graphics engine that runs as smoothly as a Roll-Kayce, All-Star Baseball '99 hits for the cycle in video game graphics, but that's just for show. All-Star Baseball also plays like an MVP.

The pitchers have the same pitches as their on-field counterparts. Hitters have hot and cold hitting zones. And the play options include everything from Fantasy Draft to a Home Run Derby. So how does this All-Star stack up to Griffey? Let's play ball and find out.

From grandstand fighting to detailed uniforms, stadiums and even grass, All-Star covers all the bases.

The super-realistic graphics can be hard to tell from the real thing, and you have multiple camera options.



AN ALL-STAR IS BORN

MAKING THE MAN

When trades and minor leaguers just won't fill that hole in your lineup, you need to take drastic action and create an all-star with the Create-A-Player option.

GIVEN TALENTS

Next, line up to locate just the talents attributes of your new pitcher's pitcher. You have a limited amount of talent that you spread in different categories.

CREATE-A-PLAYER

HEIGHT: 6' 0" (6' 0" - 6' 6")
 WEIGHT: 175 (150 - 200)
 SPEED: 80 (70 - 90)
 SLUG: 100 (100 - 100)
 PITCHING: 100 (100 - 100)
 ARM: 100 (100 - 100)
 CONTROL: 100 (100 - 100)
 STAMINA: 100 (100 - 100)
 BATTING: 100 (100 - 100)
 FIELDING: 100 (100 - 100)
 INTUITION: 100 (100 - 100)



Adding to your future hit-of-future is as easy as picking his size, hair color, name and hometown. You also get to choose from 50 big league batting stances.

CREATE-A-PLAYER

HEIGHT: 6' 0" (6' 0" - 6' 6")
 WEIGHT: 175 (150 - 200)
 SPEED: 80 (70 - 90)
 SLUG: 100 (100 - 100)
 PITCHING: 100 (100 - 100)
 ARM: 100 (100 - 100)
 CONTROL: 100 (100 - 100)
 STAMINA: 100 (100 - 100)
 BATTING: 100 (100 - 100)
 FIELDING: 100 (100 - 100)
 INTUITION: 100 (100 - 100)

CREATE-A-PLAYER

HEIGHT: 6' 0" (6' 0" - 6' 6")
 WEIGHT: 175 (150 - 200)
 SPEED: 80 (70 - 90)
 SLUG: 100 (100 - 100)
 PITCHING: 100 (100 - 100)
 ARM: 100 (100 - 100)
 CONTROL: 100 (100 - 100)
 STAMINA: 100 (100 - 100)
 BATTING: 100 (100 - 100)
 FIELDING: 100 (100 - 100)
 INTUITION: 100 (100 - 100)

Pitching attributes are listed in a circle, while batting, the power and stamina. Pitchers also have a limited amount of talent to spread between the eight types of pitches.

MANAGE THIS

THE CLUBHOUSE SHUFFLE

The key to building a winning team is knowing how to get the best players and how to make use of them. *All-Star Baseball '89* lets you deal with actual rosters and lineups, but that doesn't mean that you have to be satisfied with them. In fact, by the time you read this article many players will have moved on. Before you trade for a player or pick up a free agent, use the Scouting option to see if he fills all your needs. There are no salary-cap restrictions, so build or contend! With shrewd trades,

PLAYER SELECT

SEARCH BY: POSITION, TEAM, STATUS, etc.

The default lineup is All-Star close to the fact '89 lineup, but you'll find some differences. Also, if you don't care about simulating reality, you can often acquire upon it by making your own lineup.

SET LINEUP

1. CUBAN 20
 2. BURGESS 07
 3. THORNTON 07
 4. BELLE 10
 5. YERGEN 10
 Catcher: H. GONZALEZ 07
 Pitcher: J. BENTON 07
 Infield: J. BENTON 07
 Outfield: J. BENTON 07

ANGELS

1. IYING	00
2. BURGESS	10
3. BURGESS	07
4. BURGESS	07
5. BURGESS	00
6. BURGESS	00
7. BURGESS	00
8. BURGESS	00
9. BURGESS	00

Orioles

1. BURGESS	07
2. BURGESS	07
3. BURGESS	10
4. BURGESS	00
5. BURGESS	00
6. BURGESS	00
7. BURGESS	07
8. BURGESS	07
9. BURGESS	00

BOSTON RED SOX

1. BURGESS	00
2. BURGESS	00
3. BURGESS	10
4. BURGESS	00
5. BURGESS	00
6. BURGESS	07
7. BURGESS	10
8. BURGESS	00
9. BURGESS	07

DETROIT Tigers

1. BURGESS	07
2. BURGESS	00
3. BURGESS	07
4. BURGESS	10
5. BURGESS	07
6. BURGESS	00
7. BURGESS	00
8. BURGESS	00
9. BURGESS	00

R. GIBBY / DETROIT

CLEVELAND Indians

1. BURGESS	00
2. BURGESS	05
3. BURGESS	10
4. BURGESS	00
5. BURGESS	00
6. BURGESS	00
7. BURGESS	10
8. BURGESS	00
9. BURGESS	00

R. GIBBY / CLEVELAND

CHICAGO WHITE SOX

1. BURGESS	20
2. BURGESS	07
3. BURGESS	00
4. BURGESS	10
5. BURGESS	00
6. BURGESS	07
7. BURGESS	00
8. BURGESS	00
9. BURGESS	00

R. GIBBY / CHICAGO



QUICK PLAY

This option is great for a change of pace or as a challenge mode for two players. The CPU picks two teams at random. That means that you have to play with what's given you. If you end up with the Expos or Devil Rays, for instance, you may have your work cut out for you if you're facing the Braves or Orioles. You'll also have the handicap of not knowing your pitcher's strengths.



Since you may not know what a pitcher can do, test his accuracy in the first few innings.

HR DERBY

When four of the top sluggers from the AL meet, the best hit matters the NL, records and stats are sure to drop. From 0 to 10, four players can join in the long-ball fest. Our advice is to choose Griffey, McGwire, or Larry Walker. It's a big help to hit as South Field.



HOME RUN
497

STADIUM FLY BY

When choosing a stadium you also have the option to watch a flyby sequence in which an automatic camera moves through the stadium, giving you a dramatic view. Although this won't take your score into into, it's cool to see how accurate (or unimpaired) the stadium models are. It's also a great way to scope out the hit King, Hank.



HOME RUN DERBY

NO PITCHER IN
LEFT FIELDER IN
FIRST BASE IN
SECOND BASE IN
THIRD BASE IN
LEFT CENTER IN
RIGHT CENTER IN

HOME RUN DERBY
HOME RUN DERBY



You can set conditions such as whether the game takes place at night or day and whether or not the wind is blowing.

STADIUM SELECT



You can check out any stadium from an animated, floating camera. This is just flash, but it's pretty cool.



CINCINNATI REDS

1. BRYANT	CF
2. BURNETT	RF
3. LINDSEY	SS
4. BRIDGE	1B
5. HARRISON	2B
6. PIERCE	3B
7. TROTTENEC	C
8. SHANK	P
9. PITABER	P

Home Run Derby
Home Run Derby
Home Run Derby
Home Run Derby

CHICAGO CUBS

1. JOHNSON	CF
2. BURNETT	RF
3. BRADY	1B
4. BRADY	2B
5. BURNETT	3B
6. SHANK	C
7. HARRISON	P
8. PITABER	P

Home Run Derby
Home Run Derby
Home Run Derby
Home Run Derby

Braves

1. A. JONES	CF
2. BLAND	RF
3. A. JONES	SS
4. HARRISON	1B
5. COPEL	2B
6. SHANK	3B
7. WILLIAMS	C
8. WELLS	LF
9. PITABER	P

Home Run Derby
Home Run Derby
Home Run Derby
Home Run Derby

TEXAS RANGERS

1. BURNETT	CF
2. BURNETT	RF
3. BRADY	1B
4. BURNETT	2B
5. BRADY	3B
6. SHANK	C
7. TROTTENEC	P
8. SHANK	P
9. PITABER	P

The ballpark
in Arlington
Home Run Derby
Home Run Derby
Home Run Derby

TORONTO BLUEJAYS

1. SHANK	CF
2. TROTTENEC	RF
3. BRADY	1B
4. BURNETT	2B
5. COPEL	3B
6. SHANK	C
7. TROTTENEC	P
8. PITABER	P
9. PITABER	P

Home Run Derby
Home Run Derby
Home Run Derby
Home Run Derby
Home Run Derby

DIAMOND BACKS

1. WHITE	CF
2. WILL	RF
3. YIP	1B
4. WILLIAMS	2B
5. JONES	3B
6. SHANK	C
7. TROTTENEC	P
8. WELLS	P
9. PITABER	P

Home Run Derby
Home Run Derby
Home Run Derby
Home Run Derby
Home Run Derby

COLORADO ROCKIES

1. LANSING	2B
2. BURNS	CF
3. MARINO	RF
4. MURPHY	LF
5. GASTON	3B
6. COLEMAN	SS
7. HANCOCK	C
8. PEREZ	P
9. PITCHER	P

Cover Photo
Issue 45
March 1993
Surface Photo

FL BEST / FIVEUSE

MARLINS

1. DAVIS	LF
2. BENTON	3B
3. SHIFFLET	RF
4. DANIELA	SS
5. JOHNSON	C
6. A. LEE	1B
7. KOTSEY	CF
8. CONNORS	2B
9. PITCHER	P

Pro-Player
Stadium
Miami, FL
March 1993
Surface Photo

FL BEST / FIVEUSE

ASTROS

1. BIRDS	2B
2. HILL	RF
3. BAGWELL	3B
4. AUST	CF
5. WISBY	SS
6. GIBNEY	C
7. BIRDS	C
8. BIRDS	2B
9. PITCHER	P

The Astrodom
Houston, TX
March 1993
Surface Photo

FL BEST / FIVEUSE

DODGERS

1. TROTT	2B
2. BISHOP	3B
3. PIERCE	C
4. BERNARD	1B
5. MURPHY	RF
6. TROT	CF
7. COLEMAN	LF
8. GIBNEY	C
9. PITCHER	P

Dodger
Stadium
Los Angeles, CA
March 1993
Surface Photo

FL BEST / FIVEUSE

MILWAUKEE BREWERS

1. GIBSON	CF
2. VINA	2B
3. STINEB	3B
4. ABER	1B
5. GIBNEY	RF
6. MURPHY	LF
7. TROTT	CF
8. MURPHY	C
9. PITCHER	P

Milwaukee
County
Stadium
Milwaukee, WI
March 1993
Surface Photo

FL BEST / FIVEUSE

WANGS

1. HANDELMAN	3B
2. HAY	1B
3. BISHOP	RF
4. COLLIER	2B
5. WHITE	CF
6. ANDREWS	SS
7. SANDRICHIO	C
8. WILSON	C
9. PITCHER	P

Wangsa
Stadium
Houston, TX
March 1993
Surface Photo

FL BEST / FIVEUSE

THE BASES ARE LOADED

SIM VS ARCADE

The great debate between sim and arcade isn't a debate at all in All-Star Baseball, because Acclaim has included both options. The sim-game uses AI that mimics a real game, while the arcade mode is faster.



The arcade AI allows CPU players to get more hits on fewer pitches. The speed is that games come quickly and have high scores.

SEASON SCHEDULE

DATE	OPPONENT	TIME	STATUS
APRIL 1	ATLANTA	7:00 PM	W
APRIL 2	ATLANTA	7:00 PM	W
APRIL 3	ATLANTA	7:00 PM	W
APRIL 4	ATLANTA	7:00 PM	W
APRIL 5	ATLANTA	7:00 PM	W
APRIL 6	ATLANTA	7:00 PM	W
APRIL 7	ATLANTA	7:00 PM	W
APRIL 8	ATLANTA	7:00 PM	W
APRIL 9	ATLANTA	7:00 PM	W
APRIL 10	ATLANTA	7:00 PM	W
APRIL 11	ATLANTA	7:00 PM	W
APRIL 12	ATLANTA	7:00 PM	W
APRIL 13	ATLANTA	7:00 PM	W
APRIL 14	ATLANTA	7:00 PM	W
APRIL 15	ATLANTA	7:00 PM	W
APRIL 16	ATLANTA	7:00 PM	W
APRIL 17	ATLANTA	7:00 PM	W
APRIL 18	ATLANTA	7:00 PM	W
APRIL 19	ATLANTA	7:00 PM	W
APRIL 20	ATLANTA	7:00 PM	W
APRIL 21	ATLANTA	7:00 PM	W
APRIL 22	ATLANTA	7:00 PM	W
APRIL 23	ATLANTA	7:00 PM	W
APRIL 24	ATLANTA	7:00 PM	W
APRIL 25	ATLANTA	7:00 PM	W
APRIL 26	ATLANTA	7:00 PM	W
APRIL 27	ATLANTA	7:00 PM	W
APRIL 28	ATLANTA	7:00 PM	W
APRIL 29	ATLANTA	7:00 PM	W
APRIL 30	ATLANTA	7:00 PM	W

The stats are great for detail managers who wish to upgrade their team. Real 1993 schedules add more of a sense of reality to the arcade mode.

PLAYER SELECT

NAME	POS	STATUS
ALVIN	1B	W
BAGWELL	3B	W
BENTON	3B	W
BIRDS	2B	W
BURNS	CF	W
COLEMAN	SS	W
CONNORS	2B	W
DANIELA	SS	W
DAVIS	LF	W
GASTON	3B	W
HANCOCK	C	W
HILL	RF	W
KOTSEY	CF	W
LANSING	2B	W
MARINO	RF	W
MURPHY	LF	W
PEREZ	P	W
SHIFFLET	RF	W
TROTT	CF	W
WILSON	C	W
WHITE	CF	W
WISBY	SS	W
YOUNG	1B	W

STATS & SCHEDULES

The stats section of All-Star is a real winner. Each player has stats from the '93 season as well as lifetime stats. The game also gives stats for current seasons.

TIME & CONDITIONS

The time of day or night isn't going to change much in All-Star except the graphics. At all times, current weather conditions can impact the game, particularly if it is rained.

GAME OPTIONS

GAME TYPE	OPTION
1. REAL	1. REAL
2. REAL	2. REAL
3. REAL	3. REAL
4. REAL	4. REAL
5. REAL	5. REAL
6. REAL	6. REAL
7. REAL	7. REAL
8. REAL	8. REAL
9. REAL	9. REAL
10. REAL	10. REAL
11. REAL	11. REAL
12. REAL	12. REAL
13. REAL	13. REAL
14. REAL	14. REAL
15. REAL	15. REAL
16. REAL	16. REAL
17. REAL	17. REAL
18. REAL	18. REAL
19. REAL	19. REAL
20. REAL	20. REAL
21. REAL	21. REAL
22. REAL	22. REAL
23. REAL	23. REAL
24. REAL	24. REAL
25. REAL	25. REAL
26. REAL	26. REAL
27. REAL	27. REAL
28. REAL	28. REAL
29. REAL	29. REAL
30. REAL	30. REAL
31. REAL	31. REAL
32. REAL	32. REAL
33. REAL	33. REAL
34. REAL	34. REAL
35. REAL	35. REAL
36. REAL	36. REAL
37. REAL	37. REAL
38. REAL	38. REAL
39. REAL	39. REAL
40. REAL	40. REAL
41. REAL	41. REAL
42. REAL	42. REAL
43. REAL	43. REAL
44. REAL	44. REAL
45. REAL	45. REAL
46. REAL	46. REAL
47. REAL	47. REAL
48. REAL	48. REAL
49. REAL	49. REAL
50. REAL	50. REAL
51. REAL	51. REAL
52. REAL	52. REAL
53. REAL	53. REAL
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89. REAL	89. REAL
90. REAL	90. REAL
91. REAL	91. REAL
92. REAL	92. REAL
93. REAL	93. REAL
94. REAL	94. REAL
95. REAL	95. REAL
96. REAL	96. REAL
97. REAL	97. REAL
98. REAL	98. REAL
99. REAL	99. REAL
100. REAL	100. REAL

The lighting and shadows on the field change for day, twilight and night games. The sun is in better or at night, making hitting a bit easier.

OFF/DEF CONTROL

OFFENSE	DEFENSE
1. REAL	1. REAL
2. REAL	2. REAL
3. REAL	3. REAL
4. REAL	4. REAL
5. REAL	5. REAL
6. REAL	6. REAL
7. REAL	7. REAL
8. REAL	8. REAL
9. REAL	9. REAL
10. REAL	10. REAL
11. REAL	11. REAL
12. REAL	12. REAL
13. REAL	13. REAL
14. REAL	14. REAL
15. REAL	15. REAL
16. REAL	16. REAL
17. REAL	17. REAL
18. REAL	18. REAL
19. REAL	19. REAL
20. REAL	20. REAL
21. REAL	21. REAL
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28. REAL	28. REAL
29. REAL	29. REAL
30. REAL	30. REAL
31. REAL	31. REAL
32. REAL	32. REAL
33. REAL	33. REAL
34. REAL	34. REAL
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36. REAL	36. REAL
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39. REAL	39. REAL
40. REAL	40. REAL
41. REAL	41. REAL
42. REAL	42. REAL
43. REAL	43. REAL
44. REAL	44. REAL
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46. REAL	46. REAL
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72. REAL	72. REAL
73. REAL	73. REAL
74. REAL	74. REAL
75. REAL	75. REAL
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77. REAL	77. REAL
78. REAL	78. REAL
79. REAL	79. REAL
80. REAL	80. REAL
81. REAL	81. REAL
82. REAL	82. REAL
83. REAL	83. REAL
84. REAL	84. REAL
85. REAL	85. REAL
86. REAL	86. REAL
87. REAL	87. REAL
88. REAL	88. REAL
89. REAL	89. REAL
90. REAL	90. REAL
91. REAL	91. REAL
92. REAL	92. REAL
93. REAL	93. REAL
94. REAL	94. REAL
95. REAL	95. REAL
96. REAL	96. REAL
97. REAL	97. REAL
98. REAL	98. REAL
99. REAL	99. REAL
100. REAL	100. REAL

Each player can be operated by the CPU or you as either offense or defense. The Pitcher's Aid option helps you read the upcoming pitch. One of the six batting views will be just right for you.



FIELDING & HITTING

All-Star Baseball gives players all the tools they need to be in total control. On defense, you can shift players as needed. Behind the plate, players have multiple camera angles.

FL BEST / FIVEUSE



POWER RANKINGS

Our NP Power rankings are the definitive analysis of overall MLB team strength this game.



ROSTER MOVES

Juring season play, the best way to upgrade any team is through improvements to your roster. A pitching staff with several aces will go a long way toward winning that pennant. Also, replace so-so hitters with players who had earlier years in '99. Player attributes are based on last year's stats.



Pick up hitters with high batting averages from IT.

THE DRAFT

For a total challenge, build a contender using the fantasy draft. The CPU makes some unusual choices so a player who should go in the first round may last two or three rounds. Look at every position for hidden talents. Also, replace a bad outfielder with a power left-fielder, or a pitcher with a pitcher.



Attributes may appear high in league on a first choice.

THE CHOICE

So how does All-Star Baseball '99 stack up against MLB Featuring Ken Griffey Jr.? Too close to call—they're both winners. All-Star may be a bit more realistic, while Griffey may be a little easier to play. We recommend rating each game, then buying the one you can't live without.

Mets

1. NOLAN	CF
2. JEFFREY	OF
3. BIRNBAUM	OF
4. ROBERT	CF
5. ROBERT	CF
6. BIRNBAUM	CF
7. BIRNBAUM	OF
8. BIRNBAUM	OF
9. PITCHER	P

Shea Stadium
Flushing NY
Opened: 1914
Current Season

ML BEST / NEW YORK

Phillies

1. GARYVILLE	CF
2. JEFFREY	OF
3. BIRNBAUM	OF
4. BIRNBAUM	OF
5. BIRNBAUM	OF
6. LARSEN	C
7. JENNIS	OF
8. BIRNBAUM	OF
9. PITCHER	P

Veteran Stadium
Philadelphia PA
Opened: 1951
Current Season

ML BEST / PHILADELPHIA

PITTSBURGH PIRATES

1. WENGER	OF
2. WARDEN	C
3. WARDEN	CF
4. YOUNG	OF
5. GUYLER	OF
6. STRONG	OF
7. STRONG	CF
8. PITCHER	CF
9. PITCHER	P

Three Rivers Stadium
Pittsburgh PA
Opened: 1970
Current Season

ML BEST / PITTSBURGH

SAN FRANCISCO GIANTS

1. WARDEN	CF	
2. WARDEN	CF	
3. BIRNBAUM	CF	
3-Count	4. WARDEN	OF
5. WARDEN	OF	
6. WARDEN	OF	
7. WARDEN	CF	
8. WARDEN	OF	
9. PITCHER	P	

San Francisco CA
Opened: 1966
Current Season

ML BEST / SAN FRANCISCO

SAN DIEGO PADRES

1. WARDEN	OF
2. WARDEN	CF
3. WARDEN	OF
4. WARDEN	OF
5. WARDEN	OF
6. WARDEN	OF
7. WARDEN	C
8. WARDEN	CF
9. PITCHER	P

Qualifying Stadium of Jack Murphy
Flora
San Diego CA
Opened: 1969
Current Season

ML BEST / SAN DIEGO

St. Louis Cardinals

1. WARDEN	OF
2. WARDEN	OF
3. WARDEN	OF
4. WARDEN	OF
5. WARDEN	OF
6. WARDEN	CF
7. WARDEN	CF
8. WARDEN	CF
9. PITCHER	P

Busch Stadium
St. Louis MO
Opened: 1966
Current Season

ML BEST / ST. LOUIS

FORSAKEN 64

The brutal scavenger hunt continues this month as we poke around the meanest dead-end alleys in the entire Forsaken 64 galaxy. You'll also see the newly released facts and strategies for the game's Battle Mode—twenty-four grueling missions of deadly arena combat.

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WARNING: CARNAGE AHEAD

The lonely road of the Forsaken is strewn with the wreckage of wishers and wannabes. Any hardened warrior knows that the key to living to see another day isn't fuel and firepower—it's a high-octane mixture of courage and common sense. So hop on your pincycle and ride where only the best have soared. Discover the perils awaiting Battle Mode contestants and the secrets to staying alive in the toughest spots in Forsaken's Single-Player missions.



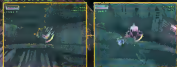


BATTLE MODE REVEALED

Forsaken's Battle Mode plays like Multiplayer, except your rivals will be controlled by the computer and you'll see a full screen view—none of that split-screen stuff. It's the perfect thing for sharpening your aim and mastering your

ambush techniques before your friends drop in. This mode has three difficulty levels: bronze, silver and gold. The bounty hunters waiting to challenge you become more difficult as you complete the eight missions for each medal.

LA NAVE



From top of the largest and proudest vessels in the earth's space history, La Nave is now a burned-out hulk, floating in the shadows of deep space. There's only one way off the ship's bridge—don't let your rivals trap you there or you'll end up going down with the ship.

BIO-DOME



The Bio-Dome is a complicated mix of narrow corridors and open lawns. Your rivals will often seek refuge in the shadows, not engaging you until they have fully powered-up weapons. The easiest way to win here is to locate and destroy your opponents immediately.

IL TEMPIO ANTICO



Il Tempio Antico is a bewildering, ancient maze deep beneath the cracked sands of the former Middle East. These ruins are ideal for plotting ambushes in Multiplayer, but Battle Mode's savvy, CPU-controlled bounty hunters know all the dirty tricks and best places to hide.

ALFA



Papercraft's battle arena is a galactic hot spot—a combat complex created solely for entertaining the planet's population. Make sure you show your best viewer ratings by steering clear of the love pools while keeping the rest of the competition centered in your sights.

LAIRE



Radiation poisoning is the least of your worries inside Laire's abandoned nuclear power plant. Your enemies will hide behind sleek, alien called stealth mantles. Your best chances for spotting them is to wait in illuminated areas where you can see them coming.

THE SEWERS OF PARIS



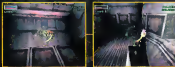
There are so wide-open spaces inside the Parisian Sower system. You're forced to engage the enemy in close quarters. Keep an eye on the walls at all times in case a trigger-happy, suicidal nematic tries to clog everyone's pipes with a titanic hand from a Titan Missile.

METROPOLITANA



Metropolitana is a deserted subway network beneath the melted metal slag and broken concrete of the city formerly known as New York. Hiding ninjas are the best weapons to launch down and around its curving corridors. Find some help as you find yourself if needed.

PANDORA



The strangest and the best bikers ride into Pandora, the final battle arena in all three medal rounds. The enemy will use hit-and-run tactics, taking time to set up a trap you down. Concentrate on taking out one rider at a time, even if you have to chase them through a firefight.

FAILURE IS NOT AN OPTION

Here you'll find tips for getting through the toughest spots in Single-Player. While all of these areas are difficult, we've ranked them with Shield icons. One Shield shouldn't be impossible, but four Shields is almost always fatal.

RAMOAN

Ramoan is heavily armed with power-up lasers and Scatter Missiles. It's possible to defeat him, but you'll spend most of your time recovering weapons each time

you're hammered by a Scatter Missile. The best strategy is to locate and activate the beacon that will get you out of this nasty mess and on to easier stages.



1 TOUGHER THAN TITANS



Most enemies can't handle a single Titan, but Ramoan's shields can deflect them. Your survival depends on finding and activating the beacon.

2 ACTIVATE THE BEACON



You'll find a pulsating blue icon on the floor inside the level takes. Break out the overhead pen before you search for the beacon. The beacon will automatically activate when you pick it up.

3 WAIT IT OUT



Once you activate the beacon, you'll be sixty seconds away from victory. Stay out of sight so Ramoan can't finish you off.

BATTLEBASE

The Battlebase mission is a recon to locate the Power Crystal, the power source of the Babalas complex. The base's automated guns

and tanks are easy to take out, but the flying mechanoids will hone in on your beacon the moment you activate it.

1 UNLOCK THE POWER CHAMBER DOOR



The door leading to the Power Crystal will open after you destroy the tanks and guns. Alternate between shooting and dacking until the enemy forces are completely eliminated.

2 ACTIVATE THE BEACON



This mission has been easy until now. The moment you activate the beacon, a swarm of flying robots will track you down and try to destroy you. Collect all of the power-up items in the Power Chamber and the rest of the base before you touch the beacon. Retreat to the base entrance to wait for pickup.



KNOWLEDGE BASE



The difference between success and failure is measured in seconds in this mission. Your objective is to locate and destroy the defensive shield protecting Babalas. You'll

need to find a bomb, activate it next to the defense shield monitor, and get back to the beam-in-point before the explosion sets off a chain reaction.

1 BOMB HUNT



You'll find the bomb close to where you start your mission. After you destroy the two turrets, fly across the hole in the floor and take a left at the end of the hallway. If you've already destroyed the flying mechs at the start, you'll find an unguarded room filled with power-ups and the bomb you'll need to complete your task.

2 RESTART FROM POINT ACTIVATED



If you drop down the hole, you'll see a message that the Restart Point is reactivated. You're on the right path—the door to Exogen's lair is at the bottom.

3 THE HIDDEN DOOR SWITCH



Remember the Titan Missile you saw at the starting point? You can reach it by activating the switch hidden in the alcove inside the room with six square holes in the floor. Now you can obliterate Titan with one squeeze from your trigger.

4 EXOGENON



Even if you don't have the Titan, you can easily defeat Exogenon by shooting at him while standing outside the open door to his lair. His Gauss guns don't have the range to hit you.

5 THE GETAWAY



The room next to Exogenon's lair is filled with computers. If you fly next to these oversized main frames, the bomb will automatically deploy. Retreat up the tunnel to the starting point before the place explodes.

STABILIZERS



The ancient Tolchock Reactor is approaching meltdown, and the only way to stop it is to place five stabilizer crystals in the atomic core. You'll need to carry each sta-

bilizer crystal one at a time to the core room. The automatic doors won't open until you've defeated most of the guards in the complex.

1 CRYSTAL ONE



The door to the first crystal near the top of the reactor will open the minute you clear out the guards in the center of the base. Start checking doors at the top of the complex when you see a message about a door unlocking.



4 CRYSTAL FOUR



You'll find the fourth crystal behind a large hexagonal door one floor above the reactor level. Take out the bounty hunter roaming the hallway to claim your prize.



2 CRYSTAL TWO



The portal leading to the second crystal opens when you drop the first crystal into the reactor. Look for a switch that releases the crystal inside the radioactive chamber.



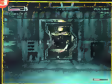
5 CRYSTAL FIVE



The fifth crystal is behind a tiny door in the roof of the complex; you won't encounter any nasties as you ride to the crystal, but there will be plenty of mechanical monsters waiting to ambush you as you make the final trip back down to the reactor.



3 CRYSTAL THREE



After dropping off the second crystal, you'll find an unlocked door at the top of the reactor complex. The third crystal is in the middle of a winding, radioactive hallway. Use your turbo boost to save wear and tear on your shields and armor, but slam on the breaks when you see the crystal.

6 BIG TROUBLE IN HEAVY WATER



If you're looking for a challenge, don't deliver the fifth crystal to the reactor. Fight your way through to the second floor above the reactor and look around for the final door. Inside you'll find a water-filled room and a massive robot. If you've saved your Titan, this is the place to

POWER DOWN



Your mission here is to pass through four timed gates to reach the enemy's central communications center. Each time you open a gate, more enemies will start

looking for you. The trick is to open the gate, eliminate the new enemies, then open the timed gate a second time to advance through the complex.

1 TIMER ONE



Shoot the timer to open the gate back at the starting point, destroy the new enemies looking for you, then shoot the timer again and advance into the next one.



4 TIMER FOUR



The floating mines near the last gate are endless. The trick to avoiding damage is to fly into the chamber and slam into reverse as the mines detoate.



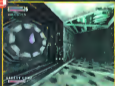
2 TIMER TWO



You'll have to fly all the way from this timer to the heavy steel gate on the other side of the level. Conserve your weepo's energy for the enemies waiting to ambush you after you hit the timer.



3 TIMER THREE



Hit the switch at the end of the green corridor to open the door in the ceiling. If you use your turbo, you'll elude the robots before they can get you in their sights.

5 THE NERVE CENTER



You'll have to hit the four switches to open the armor shell protecting the nerve center's central core. As you hit each switch, a door will open and robotic sentries will rush into the chamber. The easiest way to finish this mission is to eliminate the flying robots before you target and destroy the core.



1998 GUIDE TO E³

If you can't go to the Electronic Entertainment Expo in person, let Nintendo Power take you there! In the following pages, you'll see the hottest hits and hear the biggest video game news in our exclusive coverage—even before the doors to E3 open!

NEW WORLDS

THE LEGEND OF ZELDA—OCARINA OF TIME WILL BE THE BIGGEST DRAW AT THIS YEAR'S E3, BUT THERE WILL BE PLENTY OF OTHER PROMISING ADVENTURE AND ROLE-PLAYING GAMES ON DISPLAY OR IN DEVELOPMENT. COME EXPLORE THE EXCITING NEW WORLDS PLANNED FOR YOUR NINTENDO 64.



ZELDA 64

There's little doubt that Nintendo's The Legend of Zelda—Ocarina of Time will be the hottest stop on the E3 floor, so the controllers probably won't have a chance to cool off as attendees line up to check out the

game's stunning graphics. Nintendo's legendary EAD team used motion capture scenes to create seamless, realistic animation, especially in battle scenes. Zelda's stunning graphics are especially impressive when the game switches to a first-person perspective, placing a hookshot or a bow and arrow directly in the hands of the player. This latest installment in Link's Hyrulean adventures is Rumble Pak compatible, so gamers will feel the full impact of hand-to-hand combat and use tactile feedback to solve puzzles.



THE MIND BEHIND THE MASTERPIECE

SHIGERU MIYAMOTO MAY BE BEST KNOWN AS THE CREATOR OF MARIO, BUT HE'S ALSO THE MIND BEHIND NINTENDO'S HIGHLY SUCCESSFUL LEGEND OF ZELDA SERIES. RECENTLY, NINTENDO POWER QUIZZED HIM ABOUT THE GAME EVERYONE CONSIDERS TO BE THE MOST ANTICIPATED TITLE OF THE YEAR.

Q: We've heard that players will have to collect gems and find something called The Ocarina of Time. How do these items relate to the game's story?

A: There are three gems in the game called Spiritual Stones. Both the Spiritual Stones and the Ocarina are keys that open the door to a secret and sacred place. Three of the races in Hyrule consider their Spiritual Stone to be a holy item. The Ocarina is the royal family's most secret treasure. Gamers will have to collect all three stones and the Ocarina to reach the sacred place.

Q: We saw recent footage of Link in combat. Does the camera have its own AI during the battle or does the player control it?

A: There is an automatic camera—something I call the Zelda Camera. When you hold the Z Button during battle, a red target will appear so you can pick your opponent. The view remains on the targeted enemy throughout the melee, even if you move around the room. It's both dynamic and realistic.

Q: Everything we've seen so far looks expansive. Just how big is the game? How many dungeons, towns and special areas are in the game?

A: As you have seen in the game's early development, this world will be huge. I won't tell you how many dungeons and towns are in the game yet, but I'll admit that there are six races in Hyrule and each one has its own territory.



TWELVE TALES: CONKER 64

Twelve Tales: Conker 64 has come on in leaps and bounds since it was shown at E3 '97. So much content has been added that it's hard to know where to start; for instance, there are four different ways to play the game.

The single-player game presents three challenges depending on whether you chose to control Conker (action-based, with the squirrel attacking enemies directly) or Berri (strategy-based, nurturing a monster companion and using it to confront enemies). Players can also take control of Conker's owl companion, turning the game into a shoot-'em-up. Then there's the twin

player story mode—no arguments about who gets to play this game! Two players can team up on a split-screen display, one controlling Conker and the other controlling the owl.

But the icing on the cake has to be the battle mode for up to four players, where different characters get to fight it out to the last.

Add to that the stunning surround sound, intelligent enemy behavior (with an unprecedented number of enemies on screen), and changing game time—which affects play in a

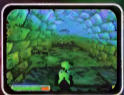
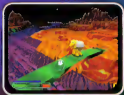


number of ways, like bringing on challenging foes with the onset of night—and you've got enough features to keep you engrossed for a long time. The game even features real time character emotions, which are evolving all the time to provide Conker and friends with a wide range of reactions to their environment. Watch out for Twelve Tales—there's a lot more to it than meets the eye!



SILICON VALLEY

BMG Entertainment is putting the final touches on Space Station Silicon Valley, and attendees will have a chance to play it at E3. As the story goes, one thousand years ago Space Station Silicon Valley mysteriously vanished. The station had been a gigantic laboratory for testing Nanobots, a volatile robot prototype. Now the Nanobots control the space station and they're determined to get revenge on their creators' descendants. As a player, you assume the role of Dan Danger's robotic sidekick, EVO, who uses a special mobile chip to activate and animate defeated robots. Like a parasite, you'll have to leap from Nanobot to Nanobot, taking over and using their bodies to solve puzzles and restore order in the 30 environmental chambers inside the space station.



QUEST 64

The mystical Etale Book has been stolen from the Montrode Monastery, and Celtias needs a hero to retrieve the sacred tome before the kingdom falls into ruin. The earliest versions of THQ's Quest 64 first appeared at the Shoshinkai show in Japan over two years ago, and

it's been in development ever since at Imagineer. The finished production version will

be available to play at E3. Quest 64 combines classic, level-building elements with a large, 3-D world populated with towns, castles and tall-masted sailing ships. There are hundreds of characters in the game, and most have valuable clues leading to the location of the Etale Book. Gamers who measure the value of an RPG by how long they play it won't be disappointed.



EARTHBOUND 64

Ask role-playing gamers to describe their favorite games and you'll hear about swordplay or magic in medieval or fantasy settings. Ask EarthBound fans to describe their game, and you'll listen to strange tales about flying saucers in suburbia and pitched battles with New Age Retro Hippies and Worthless Protoplasm. While still in development, Nintendo's EarthBound 64 promises to deliver more of the same



quirky characters and weird situations. The completed areas in the game are delightfully rendered, and the interiors of the buildings are rich in detail. The shops, caves and cabins feature dramatic lighting from glowing candles and warm fireplaces. And the game's funky, animated critters will leave you dazed, amazed and amused.



HIT LIST

Below is a list of adventure and role-playing N64 titles expected at E3. Other games may be added to the show at the last moment.

- BANJO-KAZOOIE
- BOOY HARVEST
- CAESARS PALACE
- EARTHBOUND 64
- HYBRID HEAVEN
- SUPER MARIO RPG 2
- SHADOOWGATE 64
- SPACE STATION SILICON VALLEY
- THE LEGEND OF ZELDA—OCARINA OF TIME
- TONIC TROUBLE
- TWELVE TALES: CONKER 64

SPOTLIGHT SHADOWGATE

Kemco has reassembled the original team that designed the highly successful Shadowgate to create Shadowgate 64: The Trials of the Four Towers. Evil plans are afoot to resurrect the Warlock Lord, and it's up to Halling Del to explore Castle Shadowgate's ruins and thwart the scheme. Shadowgate 64 promises challenging puzzles, menacing enemies and deadly traps, while capturing the flavor and spirit of the original mega-hit. Kemco promises hours of exploration and problem-solving game play, all from a panoramic, 3-D, camera-adjustable perspective.



BANJO-KAZOOIE



HYBRID HEAVEN



TONIC TROUBLE

ACTION PAKS

DEVELOPERS ARE ROLLING OUT THE BIG GUNS, EXPLOSIONS, AND MONSTERS AS IF IT WERE BLOCKBUSTER MOVIE SEASON. OF COURSE, ACTION ON THE N64 IS NEVER AS PREDICTABLE AS A ROUTINE CAR CHASE IN AN ACTION Flick, SO ENEMIES AS STRANGE AS COWS AND BEES WILL BE FAIR GAME FOR GAME FARE. THERE IS ONE SAFE BET: SO MUCH HARD-HITTING ACTION WILL BE COMING THAT YOU WON'T BE ABLE TO JUST SIT THERE WHEN YOU PLAY. YOU'LL HAVE TO OUCH.

EARTHWORM JIM 3-D

Fans rabidly follow Earthworm Jim, the star of Super NES games, cartoons and comics, and unfortunately for the wacky wonder, so do cows. When one errant bovine lands on Jim's head, the wriggly one is knocked unconscious, only to reawaken as a prisoner in his own spacious head. In typical EWJ zanyness, Intrepid's EWJ 3-D will take gamers through a demented world, in this case, the six regions of Jim's brain, inside, you must

conquer his inner fears, and turn his False-Teeth Gun on disco zombies, bat-winged toddlers or a gun-toting granny whose walker is packin' heat. Evil the Cat, Bob the Fish, ridable pigs and other oddities will also lurk in Jim's brain. And to think we thought it was just air in there.



TUROK 2

Last year, *Turok* proved to be a mammoth success for the 3-D shooting genre. This year Acclaim is bringing *Turok* back for another season of dinosaur hunting in a new eight-world adventure that promises to be more ominous and dangerous than before. Enemies will have heightened and specialized sets of artificial intelligence that will more often turn *Turok* into the hunted than the hunter. And if 40-plus varieties of enemy weren't unpredictable enough, players will be able to play out two multiplayer scenarios, so

they can prey upon one another in a four-player hunt or team up three-against-one in a game of tag. In a sequel that has evolved over beyond its predecessor, *Turok 2: Seeds of Evil* guarantees that dinosaur hunting won't be extinct for a long time.



LODE RUNNER 64

Big Bang Entertainment may strike gold with its N64 update of *Lode Runner*, the classic computer game of puzzles and pillaging. The series has endured as long as *Mario*, and like *Mario*, *Lode* will move to the N64 and be revamped in 3-D. Players will still puzzle over how to extract gold

from multilevel platforms without trapping themselves or toiling with enemy monks, but gold diggers will now find fines and fortune in every direction. At least 20 rotatable areas will fill each of the game's five worlds, and if you find enough gold, you may be able to unlock a level's hidden exit. Further fueling the gold-feverish action will be the addition of drills, shuttle craft and a veritable gold mine of other interactive items.



MISSION: IMPOSSIBLE

Inspired by the cloak-and-dagger movie, *Mission: Impossible* will submerge players in five covert missions spanning 20 cosmopolitan levels. As IMF Agent Ethan Hunt, players will sneak through the CIA, clash in London, and infiltrate the embassy in Russia. While the bullets fly, Ethan will have to watch his back as well as the backs of his



IMF teammates, who will each prove crucial to a successful mission. While the game will inevitably draw comparisons to *GoldenEye 007*, *Mi* will differ by displaying a third-person perspective, emphasizing camaraderie, and enabling players to jump over obstacles. And with the added bonus of being able to disguise characters with the IMF's trademark masks, could anyone disavow *Mi* Impossible.



BUCK BUMBLE

Though Argonaut Software developed the original *Star Fox*, its high-flying shoot-'em-up for Ubi Soft will star bugs instead of woodland creatures. In *Buck Bumble*, players will pilot Buck, a bionic bee who must fly through 22 missions to exterminate the mutant swarm that has infested his world. Armed with lightning bolts and ten other weapons, Buck will buzz through gardens and woods until he reaches the insectoid'

alien hive. As in *Star Fox 64*'s All-Range Mode, hotshot fliers will have complete freedom of movement. But what may really make this game soar is its split-screen, two-player mode that may incorporate racing, shoot-outs or even aerial soccer.



SPACE CIRCUS

Thanks to Infogrames, the circus will be coming to town, and it'll be bringing 50,000 polygons to your TV screen all at once. Space Circus, developed for Ocean, toasts a unique engine that will allow the screwball game to stuff a universe of freaks under its big top. The star of the show is Starshort, a juggler in the intergalactic circus who'll venture through 3-D environments to meet over 300 strange and cartoony characters. While juggling puzzling tasks and challenges, players who explore the seven bizarre worlds will find that the game play isn't simply non-linear—it's downright twisted.



HIT LIST

The Man of Steel, a man of shadows, some freaks of nature, and other heroes will keep your adrenaline pumping in new 3-D shooters, fighters, and quests.

- ▶ BIOBREAKS
- ▶ BUCK BUMBLE
- ▶ CHOPPER ATTACK
- ▶ OEAOLY ARTS
- ▶ EARTHWORM JIM 3-0
- ▶ FLYING DRAGONS
- ▶ FORSAKEN 64
- ▶ LOOE RUNNER 64
- ▶ MISSION: IMPOSSIBLE
- ▶ NIGHTMARE CREATURES
- ▶ ROBOTECH
- ▶ SHAOOW MAN
- ▶ SPACE CIRCUS
- ▶ SUPERMAN
- ▶ SURVIVOR
- ▶ TUROK 2

SURVIVOR

From Konami comes *Survivor*, a dark and brooding thriller about an alien race that has engineered a self-contained universe aboard its massive spaceship. The aliens have genetically enhanced the ship's inhabitants, including a human couple. When the ship crashes

into the sea, the male attempts to escape, but not without his partner. Combing the space station's four ecosystems, he'll fend off his captives and other enhanced creatures to reach the woman in the hopes that both can escape the sinking ship...and survive.



SUPERMAN



SHADOW MAN



BIOBREAKS

SPOTLIGHT

BIG PLAYS

AN ALREADY CROWDED LINEUP OF SPORTS GAMES IS ABOUT TO EXPAND EVEN MORE. RANGING FROM THE GRAND TRADITIONS OF GOLF TO THE EXTREMES OF SNOWBOARDING, MOTION CAPTURE AND HIGH RESOLUTION GRAPHICS ARE QUICKLY BECOMING THE NORM IN THIS CATEGORY, GIVING EVEN ARCADE-STYLE GAMES A SIM-LIKE LOOK AND FEEL. BUT NO MATTER WHAT KIND OF SPORTS YOU HUNGER FOR, THE N64 WILL FEED YOUR NEED.



WAIALAE COUNTRY CLUB:[™] TRUE GOLF CLASSICS

Longtime fans will remember the popular True Golf Classics series for the Super NES, and with golf being the latest cool thing (thanks, Tiger!), it's the perfect time to head

back to the links. And what could be cooler than golf? Golf in paradise, that's what! In Waialae Country Club, spectacular views of the Hawaiian coastline will be combined with the terrific challenges of an 18-hole, pro-tour course. Rookies will be able to take up to a 36-shot handicap, and tour veterans will have the option of longer tees. A complete selection of clubs and other options will make even the average duffer feel like a touring pro.



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MADDEN NFL '99

In a brilliant end run play, EA Sports just announced Madden '99 for a surprise summer or fall release! EA Sports is determined to reestablish its Madden series as the #1 video football franchise. Not only has it tackled the NFL license, EA is creating all-new, hi-res graphics for the game. Hi-res graphics, real NFL teams and the legendary Madden play selection and game controls sound like a touchdown, baby!



NBA JAM '99

NBA JAM has always been strictly arcade-style, with mile-high dunks and flaming basketballs...until now. According to our sources at Acclaim, NBA Jam '99 will have both a 2-on-2 arcade mode plus a 5-on-5 sim mode! Development is already underway at Iguana West, and word has it that Stephon Marbury of the Minnesota Timberwolves spent several days there for motion capture.



HIT LIST

Whether you like your sports sedate or sensational, classic or extreme, there's a full roster of terrific titles coming your way this year. Don't be caught on the sidelines!

- + TOBO' SNOWBOARDING
- + ALL-STAR BASEBALL '99
- + INTERNATIONAL SUPERSTAR SOCCER '98
- + KOBE BRYANT IN NBA COURTSIDE
- + NBA JAM '99
- + NFL BLITZ
- + NFL QB CLUB '99
- + MLB FEATURING KEN GRIFFEY JR.
- + MADDEN NFL '99
- + MIKE PIAZZA'S STRIKEZONE
- + MILO'S BOWL-O-RAMA
- + WAIALAE COUNTRY CLUB: TRUE GOLF CLASSICS
- + WORLD CUP '98
- + WWF: WAR ZONE



NFL QB CLUB '99



ALL-STAR BASEBALL '99



WORLD CUP '98

SPOTLIGHT

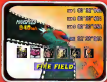
ROAD RAGE

RACING GAMES ARE ALL THE RAGE, AND IT LOOKS AS IF THE TREND KEEPS PICKING UP SPEED. THE N64 HAS TURNED OUT TO BE THE PERFECT PLATFORM FOR INCREDIBLE SPEED COMBINED WITH REALISTIC GRAPHICS. THE RESULTING INTENSE EXPERIENCE TAKES THE CHECKERED FLAG IN THE RACE BETWEEN VIDEO GAME SYSTEMS.

F-ZERO X

Nintendo's premier sci-fi racing game will zoom onto the N64 scene in just a few months. The same elements that made the original F-Zero a huge favorite have been packed into this high-tech, 96-megabit, 64-bit sequel by Shigeru Miyamoto. You'll find zipper arrows,

super boosts and a wide variety of track types and surfaces, just like in the original F-Zero. But this version blisters along at a rate of 60 frames per second, and the tracks include wild, roller-coaster elements like loops, jumps and rolls that can make your head spin. And best of all, it includes multiplayer racing for up to four players—a feature that the original F-Zero lacked.



TOP GEAR OVERDRIVE

Kemco's newest N64 racer may be just 30% complete, but it already has a lot going for it. Players will have interactive elements like zippers and nitro to help boost them along. They'll also be able to hit objects such as oil drums, leaving dangerous slicks across the road. Tracks will cover a wide variety of topography, including the Grand Canyon, and drivers will have to keep their eyes peeled for



hidden routes. They should also look for loose cash, since they'll be able to upgrade their vehicles or even buy new cars between races. The vehicles will be based on familiar favorites like the new VW Beetle and the Grand Cherokee. If Kemco's track record is anything to go by, Top Gear Overdrive should be another smash hit.



WIPEOUT 64

This 64-bit version of Wipeout from Psygnosis piles on the new features, such as four-player races and tournaments, new weapons systems, and entirely reprogrammed code that makes use of the N64's unique capabilities. The team at Psygnosis says that Wipeout 64 will be faster than any of the PlayStation games.

Wipeout 64, which will be released by the end of the year, also boasts six circuits, six futuristic anti-grav vehicles, an all new pit stop feature and many items for upgrading your vehicle. And like the previous Wipeouts, it looks very cool.



HIT LIST

Our highlighted games aren't the only titles to be headed down the pike. Cruis'n World promises more variety and replay than last year's hit Cruis'n USA, and Extreme-G 2 features great new graphics for this fall's sequel. LEGO Racer and Looney Tunes Racing, due in '99, are gearing up for frantic fun. Ladies and gentlemen, start your engines.

- CRUIS'N WORLD
- EXTREME-G 2
- F-ZERO X
- LEGO RACER
- LOONEY TUNES RACING
- TOP GEAR OVERDRIVE
- OFFROAD CHALLENGE
- WIPEOUT 64
- WORLO GRANO PRIX



EXTREME-G 2



GRAND PRIX



CRUIS'N WORLD

SPOTLIGHT

MINI MANIA

WITH GAME BOY COLOR, POKÉMON, POCKET PIKACHU AND MORE SLATED FOR RELEASE OVER THE NEXT FEW MONTHS, 1998 IS QUICKLY BECOMING THE YEAR OF THE POWER PORTABLES. MORE THAN EVER BEFORE, YOU'LL BE ABLE TO HAVE YOUR FUN AND TAKE IT WITH YOU!

POKÉMON

Pokémon will be unleashed soon, but the buzz surrounding this game and its monstrous cast of characters is already building to a fever pitch. What a cast it will be, too! 150 monsters in 35 different categories. Each category will be based on a specific characteristic or element, like water, fire, electricity, plant life and so on. Even so, you'll be able to customize your Pokémon by training them differently as they grow and evolve. For example, two fire-breathing Charmanders

may end up with very different skills and abilities by the time they evolve into their most powerful forms. You'll have to find them before you can train them, of course, but catching them will be half the fun!



POKÉMON PIKACHU

While you'll have to search hard for some Pokémon, Pikachu will be hiding in plain sight. The monster with the sparking personality will be making the leap to its own handheld game this fall. Not a Game Boy game, Pokémon Pikachu will be its own mini-game that will allow you to care for Pikachu as a virtual pet.

Pikachu will be much more "active" than past cyber companions, and you'll be able to watch it perform many different tasks as you direct it through its daily routine. In turn, Pikachu will encourage you to be active as well. The Pokémon Pikachu unit will be sensitive to certain kinds of movement, like walking. In fact, if you look at the LCD screen while you're walking, you'll see Pikachu walking right along with you! As you exercise, Pokémon Pikachu

will register the movement and count up energy points on a built-in meter. You'll be able to give these energy points to Pikachu as a gift, to help it stay healthy and to build up its friendship with you.



GAME BOY COLOR

Game Boy Color is now several steps closer to becoming a reality. As you can see from the latest design artwork, Game Boy Color will look similar to Game Boy Pocket and, in fact, will be about the same size and weight. This drawing shows the unit with a matte finish, but the production model will have an outer shell made from transparent purple plastic. Game Boy Color will have three display modes, including a 16-color (the same as Super Game Boy), a 32-color and a 56-color mode. It will operate on two AAA batteries, which will provide about ten hours of continuous play on average. What's even better, Game Boy Color will be compatible with the Game Boy Pocket AC adaptor for non-stop fun!

UPCOMING COLOR

There are already several games announced for Game Boy Color, including an intriguing blast from the past. To our surprise and delight, Déjà Vu II has been resurrected from the Vault of Lost NES Sequels. We loved the original Déjà Vu, and we can't wait to dive into Ace Harding's second mystery adventure!

- ★ DÉJÀ VU II: ACE HARDING
- ★ TOP GEAR POCKET
- ★ NBA JAM '99
- ★ TUROK 2

SPOTLIGHT

WORLD GRAND PRIX

AROUND THE WORLD IN 80 LAPS

Join Nintendo Power as we preview the rookie season of an international race driver in Video System's World Grand Prix. Life in the video game fast lane has never seemed so real.



MELBOURNE AUSTRALIAN GRAND PRIX

Back when I used to drive Nigel Mansell games on my Super NES, I dreamed about racing on the real Grand Prix circuit. On the starting line at Melbourne, it seemed as if that dream was about to come true. Next to me, Michael Schumacher revved his foe red Ferrari, and as the positions ahead sat Juan Alesi in the blue and white

Benetton and David Coulthard, racing for McLaren. Just behind me, I heard the whine of the engines of the other cars. I felt the need for speed.

REMOTE CONTROLS

As a rookie, I switched on my automatic systems so that the CPU controlled shifting, braking and acceleration. All I had to do was keep the car on the pavement and floor the accelerator. Even that was a challenge with so many competitors on the course. The 21 other drivers knew every hairpin and straightaway as if a map was tattooed onto the backs of their hands. Even with the extra help, I managed only a fifth place finish.

The two-player option gives two upcoming international driving stars a chance to shine in direct competition. The vertical split-screen windows give each driver an excellent view



Five camera positions give drivers viewpoints from the front wing to a distant trailing position. Frame rates and clarity are great on all the cameras.



It's hard to believe how beautiful it all looks, thanks to the development team at Paradigm Entertainment: the road, the city background, the palm trees, the cars. Even the dash layout is easy to read with a hi-tech, LCD interface.



RACE
2

BUENOS AIRES ARGENTINE GRAND PRIX

The Argentine Grand Prix pushed me and my machine to the limits. Over the past few races I'd learned to customize my car for each course. For this winding track, I set my front canards and rear wing to 30° to increase the down force. I would lose some speed on the straights, but I'd be able to take the corners as if I were on rails. Choosing the right tires, suspension and even the right amount of fuel could mean the difference between first place points or no points at all.

PIT TALK

Communicating with the pit crew turned out to be one of the most important parts of this race. My pit chief told me by how many seconds I was trailing the leaders, and how far back other cars were following me. He also kept track of my lap speeds, so I knew when I had turned in a fast lap. It's these little details that make the racing experience so intense.



The pit chief also tells you about what's happening on the track, such as other drivers dropping out.



After the race, the replay option lets you review a complete lap from dramatic camera angles.

Signs along the course let you know what sort of turns are coming up.

RACE
3

MONTE CARLO MONACO GRAND PRIX

The beautiful city of Monte Carlo opens its streets to the whining engines of our cars for one of the most intense racing days of the year. I had been warned about the sharp corners of this tight track, but I still wasn't prepared for them. I spent a long time on warm-up laps before the big event, and that paid off in the long run.

MORE ON THE FLOOR™

I used to think that the only thing that mattered was the big race—the Grand Prix. Now I know better.



The Challenge mode gives you the chance to square off against the best drivers in historically accurate situations.

Exhibition races help hone my driving skills, and I can race all around the world in spite of the Grand Prix schedule, and in all conditions. I can also challenge other top drivers, choosing an offensive or defensive scenario. In fact, I can even attempt to set time trial records on any Grand Prix course.



The Grand Prix mode includes 17 races around the world. You can save all your achievements on a Controller Pak.



A ghost car races along with you during Time Trial mode. The ghost represents your fastest lap on the track.





SILVERSTONE BRITISH GRAND PRIX

Sometimes I feel intimidated by the other drivers. They've been racing for years, letting course records and talking up Constructor Points. On some tracks, five this one in Great Britain, the cars have left a trail showing the fastest line through each turn. But the hardest part is learning to jockey for position and knowing when to pass and when to stay back. Strategy is the key.

CRASH & BURN

Although the course at Silverstone isn't the toughest track on the circuit, Paris crashed

on the seventh lap, at the sharp right turn before the pit entrance. I know how he felt. When I smashed into the barrier at Monaco, I saw the reminder of my mistake on every subsequent lap in the stream of tires along the track. With Paris out and Schumacher having a bad day in the rain, I managed to grab my first victory. These guys aren't invincible.



Tires from barrier walls remain where they fall off for cars crash or spin out of control.



The AI keeps the level of competition high, but drivers do make mistakes, plus they can crash or have mechanical problems.

PLACE	NAME	TIME
1	J. VILLNEUVE	0:00:17.8
2	H. FREITZEN	0:00:19.1
3	M. SCHUMACHER	0:00:14.7
4	M. HAKKINEN	0:00:14.8
5	S. IRVINE	0:00:17.2
6	J. Alesi	0:00:17.9
7	D. BRUNO	0:00:20.7
8	D. COULTHARD	0:00:18.7
9	E. SCHUMACHER	0:00:18.3

How good are the other drivers? You can check career stats and see the '50 winners plus the fastest lap time.



MONTREAL CANADIAN GRAND PRIX

It may be in North America, but the Canadian Grand Prix in Montreal seemed just as international as any race in the circuit. Unfortunately for those of us out on the course, the rain started falling on lap 22 and it didn't let up. I spun out near the back grandstand and lost some ground. When I got back on the road, I kept glancing at my mirror where I could see the ghostly images of other cars following in a cloud of spray.

QUICK CHANGE ARTISTS

When the rain began to pelt down, I knew that I would have to change my slicks for rain tires or risk a serious crash. I pulled off into the pit area and instructed the crew to change the tires and add half a tank of fuel. They were real pros, finishing off both jobs in just a few seconds, and then I was back on the track.



Drivers can turn the Crash on or off. When Crash is active, the game keeps track of your car's cumulative damage, which affects the race.



The pit options include fueling up, changing tires, adjusting wings, and making repairs to any of your car's main systems.



RACE
6

SUZUKA JAPANESE GRAND PRIX

WORLD
GRAND PRIX
AROUND THE WORLD
IN 80 LAPS

In my final race of the season I found myself in the land of the rising sun, facing the toughest field in racing on one of the most demanding courses. By now, I had learned enough to use both the simulation and expert driving options, putting myself in control of acceleration, braking, shifting and everything else. I was in control of my own destiny.

RUMBLE ROUND THE CLOCK

Suzuka includes just about every type of road imaginable, and you can feel the pavement rumbling beneath you as you grip the wheel. I had qualified high in the

field and started in fourth position. By the middle of the race it was just last year's champion, Schumacher, and me in the lead. We duelled back and forth, lap after lap, and on the final lap I slipped past him on the pit turn and cruised to victory.



The expert driving mode puts you in command of all driving functions, but the lead is still arcade-like. You can customize the setup, as well.



Simulation mode is the most realistic of them all. The physics model of the sim car also makes it the most challenging to control.



IS IT JUST A DREAM?

World Grand Prix may have a new name before it is released, but the game itself is an impressive reality. The development team at Paradigm Entertainment excels at recreating virtually real experiences, and that is exactly what WGP delivers. The graphics are so realistic that rain blows toward the windshield (sorry, the TV screen) and mud flies off the tires when you spin out on the infield grass. The Challenge mode is another great way to race, and it adds to the replay value. But most important to race fans, this game has an excellent two-player option with perhaps the best split window perspective ever. It's going to be hard to wait until the game arrives, but luckily that wait shouldn't be long. By the end of this summer, you could be living your dream, as well.

D. HILL
ARROWS

2 0:14.4

J. HAMMOND
DORNER

2 0:18.8

J. HILL
ARROWS

2 0:28.9

D. HILL
ARROWS

2 0:28.1

COUNSELORS'

CORNER

BOMBERMAN 64

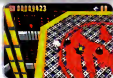


HOW DO I GET INTO THE RAINBOW PALACE?

You'll need to have 100 Gold Cards and defeat Altair a second time to open the Rainbow Palace gates. Altair knows your plans and he's been training for his rematch. The first time you defeated him with eight hits, but now you'll have to blast him eleven times. To bend the odds in your favor, keep moving and kicking bombs at him to stun him. Once he's stunned, lay a bunch of bombs around him to prevent him from escaping damage.



The gates of Rainbow Palace will remain shut until you collect 100 Gold Cards and defeat the sinister Altair a second time.



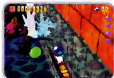
The easiest way to defeat Altair is to kick bombs into him to stun him. Lay a circle of bombs around him when he's stunned.

HOW DO I GET ALL FIVE GOLD CARDS FROM LEVIATHAN?

If you want to be a five-card bomberman, you'd better make sure you sink this putrid purple fish before your 25,000 target time points dwindle away. Dodge his periscope as best you can, but remain on the far left or the

far left log of the raft throughout the battle. You'll earn a Gold Card if you stay on one log throughout the fight; if you lob a bomb into Leviathan's gaping mouth, you'll earn another card. Now use your pumped-up bombs to blast his

periscope and his tail. If you destroy the tail and periscope within the target time, you'll earn all five cards. Don't pause your game and exit the stage or you'll lose your cards—wait for the monster to sink and the stage to end automatically.



You'll earn a Gold Card if you fight the entire battle standing on one log.



Throw a bomb in Leviathan's mouth, then use pumped-up bombs to blast his tail and periscope.



To earn your fifth card, finish the fight before all 25,000 target time points run off the clock.

▶ YOSHI'S STORY

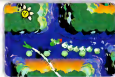


HOW DO I FIND SNORKEL SNAKE'S HIDDEN MELONS?

You'll have to devour all the fish and collect the eighteen coins to find the four melons hidden inside the Snorkel Snake's chamber in Lots of Jellyfish. Snorkel Snake's nose won't hurt you, but the points on his spiked body will sting if you bump into them. Wait patiently as Snorkel twists and encircles you, then make a break for it by swimming between his nose and tail. Keep moving and try to nab the rest of the fish and the coins before he curls around you again.



Wait for Snorkel to circle around you, then swim between his nose and tail to get away.



Four melons will appear at the center of the lair after you collect all of the coins and fish here.

? WHAT'S THE TRICK TO CARRYING THE MELON CRATES? ?

A good sense of balance is vital for winning Yoshi's crate stacking games. The rule to remember is that every time you move in one direc-

tion, your precious cargo will shift the opposite way. The trick to running or jumping with a crate stack is to tilt it in the direction you want to go before

you jump or run. The more you tilt the boxes, the faster you'll have to run, but you'll lose your cargo if you tilt the crates 45 to 50 degrees.



Your stack of crates will shift in the opposite direction you're running, forcing you to retreat.



The more you tilt your crates, the faster you'll have to run to keep the bases from toppling.



Never tilt your stack more than 45 or 50 degrees or Yoshi will lose his precious cargo.

? HOW DO I GET PAST THE CRUSHING PISTONS IN MECHA CASTLE? ?

Clearing Mecha Castle's painful pistons is one of the most difficult tasks in all the pages of Yoshi's Story. Almost everyone loses a Yoshi or two as the rows of huge cylinders crash

together. If you're patient enough to watch and wait, you'll see pounding patterns in the pistons. You can also hear the rhythm if you turn up your television. Wait until all the pistons slam

together in unison, then quickly jump between the cylinders as they pull apart. You'll be able to pass through the pistons before they can continue their loud and lethal slam dance.



You'll instantly lose a Yoshi if you're caught between Mecha Castle's pounding pistons.



Wait now: the pistons will watch until all of them slam together in unison.



As the pistons slowly begin to pull apart, jump through the gap and fly to safety.

▶ JAMES BOND 007



HOW DO I DEFEAT ODD JOB IN THE SECRET BASE?

Odd Job automatically defeats you the first time you meet him, but the odds are a little better than even when he tips his bowler at you inside the Secret Base. Activate your shield and use it to block the hats Odd Job throws at you. As the hats hit the shield, they'll bounce back and spin into Odd Job. He'll flash whenever he's getting bowled over by his own bowlers. The big guy will surrender when you hit him twice. Use a Med Kit to replenish your life if you start running low.



Your shield will deflect Odd Job's hat attacks. Position it so the hats rebound back into him.



Your shield will protect you from most bowler attacks, but Med Kits are the best backup.

?

JAWS KEEPS PUTTING THE BITE ON ME!

?

Jaws, a metal-mouthed monument to orthodontia, is waiting to put the bite on you inside the Russian Base near the end of the game. Keep your dis-

tance and walk on the plates at the bottom of the room. Each time you step on the plates, a magnet will drop down from the ceiling. Lure Jaws beneath the magnet to

trap him, then punch or shoot him until he flashes. You'll have to lure Jaws back to the magnet if he breaks free. Shut him up permanently with nine hits.



Step on the steel plates to drop a high-powered magnet down from the ceiling.



If you lure Jaws beneath the magnet, his metal mouth will keep him trapped and unable to move.



Use your gun or punch Jaws until he breaks free. He'll flash whenever he's taking damage.

?

WHY WON'T THE THIEF GIVE ME THE GOLD RING?

?

The village in Kurdistan can be a quagmire of trouble and confusion. Search the houses in the southeast corner of the town to find the machete. Once you have the sharp blade, trim the

bushes around the buildings. As you cut down the undergrowth, you'll find more buildings and a hut with an animal pen. If you talk to the man inside the hut, you'll get an important clue about the Gold

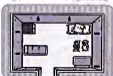
Ring. If you don't receive this clue, the thief who has the ring will keep saying "good day." Once you have the clue, go back to the house on the far left side of the village, talk to the thief and get the ring.



This "good day" stuff will leave you shaken, stressed and perplexed. Talk to everyone in town.



Find the man to get your clue. Now when you go back to the thief, he'll give you the ring.



No more machetes. When the thief gives you the ring, take it and get out of there.

FINAL FANTASY LEGEND



SU-ZAKU KEEPS BUGGING ME ON THE STREET IN THE WORLD OF RUIN!

This oversized eagle seems impossible to defeat, but there is one item that can keep him from pounding the broken pavement. Buy the Saw in the World of Ruin weapon shop for 4,000 Gold then load up on Strength and Agility potions. Max out your character's Strength and Agility to 99 before hitting the streets. Use the Saw the next time you run into Su-Zaku to cut him down. If you buy more Saws, you can use them on all of the final enemies in the game!



You have to run from Su-Zaku until you buy the Saw and max out your Strength and Agility.



The Saw will break after you use it, but it cuts up any enemy with a huge thrust!

?

WHERE IS THE INVISIBLE BUILDING?

?

You'll find the directions to Akiba, the invisible building, after you visit the library in the World of Ruin. If you go back to the Tower you'll see a solitary white building directly above it. This building is

the library inside you'll find a document with the directions to Akiba—something about 14 blocks east and 15 blocks north. The starting point of this journey is one space to the right of the subway entrance. If

you count off 14 blocks to the right and then count off 15 spaces up, you'll end up inside the Invisible Building. Here you'll find the ROM, one of the components for Erase 99, the strongest spell in the game.



The library has the clue about Akiba. Look for the library directly above the tower.



Start counting off the blocks to Akiba—one space to the right of the subway entrance.



Search around Akiba until you find the ROM, a component for the powerful Erase 99 spell.



In the USA Call:
1-900-288-0707

(\$1.00 per minute. Callers under 18 need parental permission to call.)

Q&A FAST FACTS

Q wrote to "Comcast's" Corner
PO Box 92083, Redmond, WA 98073-9203

In Canada Call:
1-900-451-4400

(\$1.00 per minute. Callers under 18 need parental permission to call.)



DOONKEY KONG COUNTRY 3: DIXIE KONG'S DOUBLE TROUBLE

- Q: Don't put down a barrel without it rolling away?
- A: Yes. Hold Down on the Control Pad and release the X Button.
- Q: How many endings are there?
- A: Just two. You get a different ending if you score 100%.

WCV vs. RWB: WORLD TOUR

- Q: How do I do a counterattack?
- A: Press the A and R Buttons simultaneously as your opponent attacks to attack.
- Q: Will have the Spirit Meter display off, how can I tell when it is around out?
- A: Wait for your wrestler to flex his muscles.
- Q: Can I bring weapons from the crowd into the ring?
- A: No way, zacko.

WARIO LAND 2

- Q: How do I break the blocks with the picture of the enemy on them?
- A: Stun an enemy by jumping on it, then pick it up and throw it at the block.
- Q: What do the numbers mean when I pause my game?
- A: The number on the left is the total coins collected in the story. The other number is your coin total for the game.



OFFROAD CHALLENGE™

Midway's latest version of Offroad Challenge crams the power of the arcade into an N64 Pak, and the result is an action-packed racer that scoffs at asphalt and leaves the competition eating dust.

RACEWAYS ARE FOR WIMPS!

It made your heart skip a beat when you played it in the arcade. The Super NES version had you begging your parents for a monster truck for your birthday. Now you'll be wiping sweat from your brow and picking bugs from your teeth when you play Midway's Offroad Challenge on the N64! With its eight radically modified vehicles, six long and treacherous roadways, and some of the fastest speeds you've ever

experienced on any system, it'll leave you wondering why some players seem content to drive endless laps around an oval raceway. Its sense of speed is simply superb, and if you're using a Rumble Pak, you'll feel every bump and pothole on the course. And you're not likely to find another racing game that includes wandering wild critters that can come between you and a first-place finish.





You'll find four tough and rowdy offroad vehicles when you first enter the garage. If those cool rides don't span your wheels, you can access another four by simply pressing all of the

C Buttons at once! When you've selected your rig, you should probably pick the automatic option, until you're experienced enough to move on to the trickier, standard transmission.

TOYOTA TROPHY TRUCK



With its great acceleration and good speed, the Toyota Trophy Truck may look like a sure winner, but don't forget, that it's fairly hindered by its lack of weight. Professional racer Ivan Stewart may have taken a lot of races with this vehicle, but you'll definitely need to shell out for some much better shocks and tires if you want to sit on top of the circuit.



TOYOTA 4X4 MONSTER

We'd really love to be proven wrong, but based on our test drives, we think the Toyota 4X4 Monster is a handling headache. With a lot of work (mostly to its shocks and tires) it could have a shot at being a serious competitor, but until then you'll probably get stuck in swerve city. Any driver who can handle this truck deserves a trophy!

CLASS 8 MINI-METAL



When this Class 8 Mini-Metal really shines is straight off the start line, when it often takes the early lead. Unfortunately, it also really lags behind a lot of the other rides in terms of its handling. But with small improvements to the fess, followed by a few upgrades to its shock absorbers, the truck could easily become a contender.



THUNDER BOLT

The Thunder Bolt is the most well-rounded vehicle of the bunch. It's no less than a moderate in every aspect of its performance, and with its superior handling, it turns on a dime with very little sliding. We recommend it for every level of racer, and if you can save for some more acceleration, this truck should be able to win every race in the circuit.

CLASS 10 HEAVY-METAL



Just because it handles well and stays close to the road after jumps, don't expect this big truck to take first every time. Still, if you can collect a lot of the Cash Boxes that are littered around the roadways, you may be able to purchase enough acceleration fuel to mention new credit to give this gliding challenge a fighting chance.



CRUSHER

For those who like Monster Truck rallies, there can be no better pick than the Crusher. Whatever it lacks in handling (and that's a lot!) it more than makes up for in pure driving fun. Why is it such a blast? Because nothing (save for a concrete barrier) can stand in its way! Loss its brake force in full effect, use Nitro at the very start of a race.

BAJA BUGGY



The Baja Buggy has stellar speed, but it takes on jumps like it's being tossed around by a tornado! Because of its challenging control and its tendency to get slowed down by ruts in the larger tracks, we're recommending this vehicle for only expert-level racers. Try upgrading shocks and tires to better its already-lim performance.



PUNISHER

The Punisher is definitely the dark horse on the long road to victory. This military-type UAV has no problem handling big jumps and tight turns, but you'll need to put some serious dough down to increase its speed. Still, the Punisher has a great chance of becoming your favorite ride, especially if you like a vehicle with rugged, off-road looks!

POWER-UPS

You'll find power-ups on or near the roadways in every race. You rub them by running them over, but, depending on your status, they may not help you win.



Nitro give your racer a sudden burst of speed. Save them up for that all-important rush to the finish.



Super Nitro been twice as much power as the normal ones. They're hard to find but worth the search.



The big Cash Boxes contain 60,000 smoochies! You can use the loot to buy better parts for your racer.



For a short while, Crash Helmet keep your vehicle from slowing down excessively when it hits other cars.

BAJA

You'll run into some huge cuts while racing along this section of dirt road. Look for the first run to be on the right



with a few good jumps at the end.



When you hit Baja's bumpy beach, try keeping a little off to the left. You'll not only



avoid the largest sand dunes, but also miss the better part of the beach's tide pools. The water can really slow you down.

Don't forget to grab the Super Nitro that's hiding behind the big billboard near the Mexico toll booth. You'd be wise to save it for the end of the race when you'll really need it for a final push down a long, winding pass.

MOJAVE

You can take the steep ramp at the beginning of the construction zone to reach oval tracks, obstacles, and a track of other racers.



When you've taken the sharp turn out of the construction area, watch closely for the run-by ramp on the right side of the road. You can manage to keep your car on it while swinging onto the ramp, you may be able to nab a Credit Medal and two Nitros.



Although car "High Voltage" signs, power poles, and numerous explosives may scare some racers away from driving on the left side of the road, it's really the easiest way to collect this course's only Super Nitro.

EL PASO

There are two ways to cross this beach cross-train crossing. You can either wait for



one of the other racers to ram the train and weave around the resulting catastrophe, or rush up the ramp on the right and try to leap the gap between two of the boxcars.

Near the end of the race, use one of your Nitros to quickly climb the long and eroded incline on the right side of the road. If you can stay on the path, you'll nab two more Nitros, which should provide a big enough boost to push you past your opponents and into first place.



When you're in the ghost town, look for a carriage that's rickety from right to left across the screen. You can either weave around it or let it pass, but be sure to grab the Super Nitro that's just behind it on the left side of the road.

UPGRADES

You can buy upgrades if you've collected Cash Boxes, or if you finish in one of the top three spots on a circuit track. Remember that you can save your cash for expensive parts.



Acceleration is the second-most expensive purchase, and in many ways, it's much more important than speed.

Good acceleration beats a higher top-end speed, especially for beginners.



If your racer has poor handling or a low weight, upgrading your shocks should be a top priority. New shocks will help keep your vehicle from bouncing off bumps, which looks really cool but slows you down.



PIKES PEAK

Much of this course consists of winding and slippery roadways. In most sections, the best way to stay in control is to



steer and avoid large rocks and boulders. Still, some racers (like the Buggy) are going to be in for a roller-coaster ride

just beyond the second tunnel, the course continues downward with a bunch of small, snowy jumps on the right side of the road. While it may be terrific fun to fly off these bumps at top speed, you'll have a much better shot at winning if you keep your vehicle in the left lane.



Once you're on the dirt road near the start of the race, power your way up the second incline that's positioned on the right. You'll find a Super Nitro hiding behind a small grove of trees at the top of the hill.



LAS VEGAS

When you see the flying saucer being shot down, stay on the right side of the road. A huge boulder will soon fall, and all the debris will end up in the left lane.



After entering the abandoned mines, avoid the center beams and stick to the low road on the left. You may run into a few more obstacles on this path, but you're likely to find more bonuses on the left than you would if you took the higher road on the right.



There's a Super Nitro positioned between two center columns just beyond the second set of mine carts. While in theory it's reachable from either side of the roadway, you really can't see it unless you're over on the left.



OL SOUTH

Beware the pairs of potholes scattered all over this course! The first one will always be on the right, while the second will always be on the left.



Anytime you approach a body of water, look to see if there's a ramp nearby that can help rocket you to the other side. If there is, do whatever it takes to make a perfect run off the ramp. Believe us—nothing will slow you down more in this race than a set of wet wheels.



Once you're just the water hazards and the last checkpoint, the road will split in the woods, where it's divided by a natural barrier. Climb on top of this grassy knoll to grab a Super Nitro.



Buying extra Nitros is hard to justify. Besides being very expensive, they last for only one race. Still, they can be useful as

course with long straightaways near the finish line, like Las Vegas.



Upgrade the speed of slow vehicles. Otherwise, put your hard-earned cash elsewhere. Like in spiffier shells and better accelerations. A local foot won't be of much use on trickier tracks.



Since staying on the road is the real key to winning a race, tires are the best upgrade that money can buy.

They're very reasonably priced, and any racer will benefit from having a new set of wheels.

A FEW GOOD PILOTS



Alicia



Johnny



Danny



Hiromitsu



Mike



Emma



Andy



Jun

RAMBO WITH ROTORS

The cadre of pilots who command these fearsome flying machines hail from around the globe, whenever skill and daring is still worth something. Most of the pilots call the U.S.A. home, but other ace flyers come from Britain, France and Japan. Each chopper has its own pilot, so the skills of pilots and machines go hand in hand. You can check out the data on each machine and even spin the 3-D model around to give it a good inspection before signing onto the crew. We've



pulled out the chopper data in the special boxes on the next few pages so you can get an idea of the range of chopper capabilities. The real range of pilot abilities, though, rests in your hands. To carry out your missions, you control all the systems, from flight control to weapons selection and targeting. The game pilots have only a fictional role that affects the flight characteristics of their chopper in categories such as Acrobatic Ability



KOLINSKY

The versatile Kolinsky helicopter does a good job in every tactical category, ranking no lower than three stars in any area. Its outstanding armor and acceleration make it a great chopper for beginners, and the Kolinsky's weapons rack includes slots for four different types of missiles and bombs.



Speed ●●●
Armor ●●●●
Guns ●●●
Acceleration ●●●●
Acrobatics ●●●



CARRY A REALLY BIG STICK

DISCOUNT MISSILE FIRE SALE!

In order to complete a mission, you'll need as much high-tech firepower as your chopper can carry. The weapons range from smart missiles to cluster bombs, but they all carry a price, which limits how much you can buy. Depending on the mission, and the chopper you choose, you'll have to decide which ammo will do you the most good. Once you enter the theater of operations, you'll have to select missiles and bombs as needed or fire your Vulcan cannon, which has endless



rounds of ammunition. Automatic tracking cursors appear on your screen to help you lock on to a target, but you'll still need an eagle's eye to hit many of these targets. In the end, your worst enemy may be your limited fuel tank.



FIRE CAT

The Fire Cat features twin rotors and twin Vulcan cannons for extra fire power. This chopper may look small compared to some of the heavy duty birds, but it ranks high in acceleration and maneuverability. Surprisingly, the Fire Cat doesn't give up much in the way of armor.



Speed ●●●
Armor ●●●
Guns ●●●●
Acceleration ●●●●
Acrobatics ●●●●



THE BLACK BOX



WHALE-32

The massive Whale-32 looks more like an aircraft carrier than an attack helicopter, but it's probably the safest vehicle to be in if you wander into a heavy firefight. The heavy armor has to make up for the Whale's particularly slow maximum speed, because you can't outrun most enemies.

Speed **
 Armor *****
 Guns ****
 Acceleration ***
 Acrobatics ***

In aviation terms, the Black Box is a flight recorder that keeps track of everything that goes on in the cockpit. The equivalent of that in Chopper Attack is the four slots of memory files that save your progress through the eight missions. (It's rumored that there is a secret mission, as well.) The Mission mode is the main part of the game, but you can play in Free Bottle mode, as well. Once you've opened an area in the Mission mode, you can enter that battlefield at any time in the Free Bottle just to blow stuff up and cause trouble. The challenge level can be set as Normal or Expert in either mode.



THE LEFT-BRAIN CHALLENGE



If you really want a challenge, you can even choose the Left Controller option, which sets the Controller functions to the Japanese standard from Wild Choppers. In this setup, you have to use the Cross Pad and Controller Stick instead of the Stick and C Buttons. We're talking brainfck here, but if you master this backward control, you'll really have something to brag about in Power's Arena column.

BIG BANG FOR YOUR BUCK

WASP

This lightweight turns out to be a heavyweight in aerial combat, it features excellent speed and maneuverability, and it still manages to tuck three types of weapons on board. You would expect such a small craft to lack armor, but that isn't the case. The WASP has a strong sting and a hard shell.

Speed *****
 Armor ****
 Guns ****
 Acceleration ***
 Acrobatics *****



Chopper Attack has been in development for over two years, but unlike some N64 games that have been cooking for a long time, this game doesn't look like a soufflé that didn't rise. The explosions are spectacular and the 3-D models of choppers, tanks, buildings and ground troops all look very good. The terrain sometimes look a bit bland, but you're just going to frag them anyway, so who cares? The game also makes use of the Rumble Pak, so you'll feel every anti-aircraft

missile as it slams into the fuselage of your chopper. If that doesn't make you feel special, maybe listening to the sound effects of exploding ordnance, or watching the steady darning of your fuel gauge will do the trick. The environment of Chopper Attack is full of information and danger, but it's all been emphasized enough so that one pilot can handle all the tasks. It's not overwhelming, but it is electrifying.



THE FACE OF BATTLE

CHOPPER ATTACK

No matter how many missiles you carry or how great the graphics look, at the heart of every good battle action game is the conflict with the enemy. In *Chopper Attack*, the bad guys aren't named, but they defend their military installations with plenty of men and machines. Oh, and they hate your guts.



MISSION: COMBUSTIBLE

Each of the missions begins with a briefing in which your objectives are described. Once you're in the battle, you'll have to search out and destroy those targets with very little help. The radar map that you use during battle shows targets as strange dots. As you carry out your mission objectives, you'll have to take care of other matters, too, such as keeping your chopper in the air. You'll find extra fuel and other items hidden in buildings and vehicles, and in some areas you'll find hostages that you can rescue. It's all in a day's work in the N64 Air Force.



GA-GA

If you like firepower, you'll go Ga-ga over this Japanese chopper. Although it's as slow as a whale in mud, the GA-GA is heavily armored and it boasts the most powerful cannons in the game. But the most outstanding feature of this golden snail is the fact that it can carry five types of weapons.



Speed **
Armor ****
Guns ****
Acceleration ***
Acrobatics **

BADDIES IN ARMOR

The forces massed against your lone chopper may seem daunting at first, but you do have the edge. For one thing, enemy aircraft will usually be destroyed by a single missile, whereas your bird can take a lot of punishment before being hit. Enemies are persistent, as well, but they won't follow you out of their patrol areas. On the ground, you'll find armored tanks, motorized units, and infantry, all with their eyes trained on the skies. They may not seem to pose much of a threat, but they can hit you hard and repeatedly, and there



are lots of them. The really unfortunate news is that they don't seem to have any sense of fear, so that shark snout on your chopper is probably just wasted paint. The good news is that they never try to run and hide, so you always have a target-rich environment for your load of air-to-ground homing missiles.



PREPARE FOR BATTLE

Thanks to Midway, North America's crew of N64 flyers will step into the hotseat of one of the most action-packed combat video games ever, and the game play is greatly improved over the original *Wild Choppers*. Its play value looks good, too, since you can change the nature of each mission by choosing a different chopper. It's been a long time in coming, but by late June or early July, you should be able to begin your own chopper attack. Next month, Power will offer a crash course in chopper warfare and make a real pilot out of you. Be there.



PLAYERS

POLL

COURTSIDE



GO

COURTSIDE

TO SEE
**KOBE
BRYANT!**



Enter to Win!

2ND PRIZE

- ✓ A basketball autographed by **KOBE BRYANT!**
- ✓ Kobe Bryant in NBA Courtside

← N64 GAME PAK



5 Winners

3RD PRIZE

- ✓ Nintendo Power **T-shirts**
- TAKE IT TO THE RACK IN A POWER T!



50 Winners

play against the **Seattle Sonics!**

✓ A trip to **NINTENDO HEADQUARTERS!**

Go behind the scenes at Nintendo of America! Take a peek at all the latest games!

See what's up at **Nintendo Power!**

✓ Kobe Bryant in NBA Courtside

← FOR YOUR N64!



NP PLAYER'S POLL

YOUR VOTE COUNTS!

YOU CAN'T
WIN IF
YOU DON'T
SEND IT IN!

Fill out the card and send it in! We'll tally your vote for the Power Charts and enter you in the contest!

Official Contest Rules

No purchase necessary. To enter, either fill out the Power's Poll response card or print your name, address, telephone number, 64, 160, outside answer to the title question on a plain 3 1/2" x 5" card. Mail your entry to the address:

NINTENDO POWER
PLAYER'S POLL, VOL. 160
P.O. BOX 57923
SEASIDE, WA 98137-0792

The entry per person, please. All entries must be postmarked on or before July 1, 1999. We are not responsible for lost or misdirected mail. On or about July 15, 1999, winners will be randomly drawn from among all eligible entries. Prizes will be given by mail. Prizes are based on the number of votes received. The odds of prizes are determined by the total number of entries received. The odds of prizes in entry cards distributed is 95,100,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after July 21, 1999. GRAND PRIZE: The Grand Prize Winner will win a trip for two to Seattle, Washington, courtside tickets to a 100-1000 game in which Kobe Bryant's team plays the Seattle Sonics, and a Kobe Bryant in NBA Courtside Game Pak for the Nintendo 64. Grand Prize of the trip is to be determined. If under 18, the winner must be accompanied by a parent or guardian. Round-trip accommodations and round-trip airfare are included.

Estimated retail value of all prizes is \$4,000. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. Not valid in Quebec. Not open to employees of NDA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.

ADD GAME BOY FUN TO PHOTOGRAPHY AND WHAT DO YOU GET? FUNTOGRAPHY, A NEW DEVELOPMENT IN PICTURE-TAKING THAT'S FOCUSED ON FUN. THE SUPER REGION HAS A FEW TRICKS YOU CAN BORROW, BUT THE FUNTOGRAPHIC POSSIBILITIES ARE ENDLESS. WE SHUTTER TO THINK.

GAME BOY[™] camera

FUNTOGRAPHY STUDIO

© 1998 Nintendo

YOUR WINDOW TO THE WORLD

Photography is fun, but not when you're always buying film, waiting for pictures to develop, or wondering if your snapshots will even turn out. The Game Boy Camera solves all these problems by enabling you to compose and retouch your photos on your Game Boy screen. By adding a Super Game Boy, Game Link Cable or Game Boy Printer, you'll be able to set up your own Funtography studio, where you'll have the software tools you'll need to focus, develop, print and trade your photographs. And since you don't need film or capturing images, you can take and delete photo after photo, enjoying all the possibilities for superimposition.

PHOTOS



The Game Boy Camera lets you take up to 30 images in your choice of photo sizes.

ART



Personalize your pics with artistic effects and pre-programmed Stamp images.

PRINTS



The Game Boy Printer, which sits separately, enables you to print out official photos.

ANIMATION



The Camera's* clock will merge only two pictures together into a double.

GAMES



Find a fun-to-play game, too. Enjoy a high score or victory as you battle aliens.

MUSIC



With the programmable mode, your photo studio will double as a recording studio.

A DAZZLING DARKROOM

MONTAGE MAYHEM

In Montage mode, you can patch together sections of photos into one composite image. For the cartoon backgrounds pictured below, select the quadrant montage to place your face on a space cadet, picture-in-a-picture montage to shrink your head for the witch doctor's joy or three-layer montage to drop your noggin on the snowboarder's shoulders. To blend the images together, use the Paint feature!



You can create personalized postcards of places you've never even visited. Blow up the images below as a copy machine, then photograph them in Montage mode.

SPACE CADET



HEAD-IN-A-JAR



SNOWBOARDER



HOT-SPOT SNAPSHOTS

Hot-spot concept is similar to how you would navigate around a web page... Hot-Spots serve as buttons of links, depending on the special objects you assign to them. By activating a Hot-Spot you've embedded into a picture, you can instantly bring up another picture on-screen while the photograph and video fade to respective effects. Hot-Spots will make your album interactive by allowing browsers to point and click their way through branching photo sequences.



Which of the four stars activates the link to the big name trail? You can save five Hot-Spot links in a picture, and each can take you to a different photo.

PHOTOGRAPHIC FUN

SECURITY CAM

So what's been going up your room and tossing your clothes all over your floor? It's surely not you, neat freak, so activate the Time Lapse function, then hide your camera in your room to catch the intruder in the act!

SCAVENGER HUNT

Scavenger hunts are fun, but who wants to lag around a kitchen sink for a newly ten points? Make scavenging a little more convenient by attaching out your hunters with Game Boy Cameras and a laundry list of photos to shoot.

CLUES!

Lead your friends on a wild goose hunt. Start your pals out with a photo of a location. At that locale, leave a photo print-out of their next destination. Have your friends follow the trail of photo clues to uncover your hiding place.

CAMERA TAG

Play paparazzi tag by writing a number of each team with a Game Boy Camera. Each photographer must then take as many pics as possible of their opposing team members. The team that captures the most enemies on their camera wins.

GAME BOY CAMERA

UNIQUE VISION

Once you develop an eye for Photography, everyday objects, like those Nintendo knock-knocks, can become works of art. Do you know what the focus of each photo is?



A: Top Character B: Side of the Game Boy Camera C: Bottom Side D: Top of the Game Boy Camera

HEY MR. DJ.

In DJ, anyone can become a lo-fi mix master by layering the mode's three tracks of 16-beat loops. Lay down a simple rhythm on the Noise track first, then tinker with the tracks from there. When your tune is ready for the clubs, head for the Game Face option to customize your DJ into, say, our trendy cyclops look.



To turn your DJ into a cyclops, select Game Face in the Magic menu, then photograph the four heads of our one-eyed river.

CYCLOPS SOUNDMAN



CAMERA ACTION

To create an animated short, hit Select when the Main Menu appears, then highlight Animation on the Edits screen. Amateur Disneys will be able to "splice" up to 47 album photos frame-by-frame into a looped "movie reel." String together photographed or illustrated sequences like the clown cartoon we've created.



For best results, photograph enlarged copies of our reference frames. To add more fun, tune and mood, adjust the Contrast and Brightness.

CLOWN STRIKE!



IT'S A PRINT!

With the Game Boy Printer, you'll save yourself a trip to the one-hour photo shop. The Game Boy Printer will instantly print your album into walk-size stickers, and churning out double prints will be a snap. And your fun with Funtography doesn't have to end there. Color your prints, create sticker collages, or scan your photos into your home computer.



Manipulate and touch up your photos by enlarging them on a copy machine or by scanning them into your computer.



OFFICIAL
CONTEST RULES

No purchase necessary. To enter, visit us at www.nintendo.com or www.funtopography.com. Sweepstakes ends on 7/31/98. Void where prohibited. © 1998 Nintendo. All rights reserved.

All entries become the sole property of Nintendo of America Inc. (NOA) and will not be returned. The contest is subject to the Official Rules. All entries must be received no later than July 31, 1998. We cannot be responsible for lost or misdelivered mail or duplicate or incomplete entries. Subscribers may be used for any purpose, including but not limited to advertising, without compensation in the future.

Entries will be judged by the staff of Nintendo Power. Winners will be selected on or about August 3, 1998 based on which of the eligible entries we like best. All decisions will be final. One prize will be awarded per category. All prizes are subject to availability. Nintendo reserves the right to substitute a prize of equal or greater value if an awarded prize is unavailable. Taxes, if any related to the prize are the responsibility of the individual winners. Winners will be required to execute and return a signed affidavit of winner. If this cannot be done, we will proceed with such winner's prize. All prizes are subject to availability. Void where prohibited. © 1998 Nintendo. All rights reserved.

Allies 0-0 weeks for delivery. All prizes will be awarded and winners will be notified by mail. Prizes are non-transferable and no substitutions are allowed except by the winning sponsor. Winners must be at least 18 years old at the time of prize delivery. Void where prohibited. © 1998 Nintendo. All rights reserved.

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ENTER!

NINTENDO POWER
FUNTOGRAPHY CONTEST
P.O. BOX 97085
REDMOND, WA
98073-9785

or scan entries and e-mail them to
contest@funtopography.com

FUNTOGRAPHY
CONTEST

SNAP UP A HIGH-TECH
TOY WITH YOUR
WINNING SHAPSHOT!

Now that you've learned some Funtopography tricks, we want to see how good a shutterbug you can be. Pick the category with the prize that most appeals to you, then take your Game Boy Camera on a photo shoot. Spruce up your pic with Stamps, Paint or other effects, then print it or photograph the image on your screen. But your artistry doesn't have to end there. Feel free to blow

up copies of your photos to add finishing touches like color. Specify which of the five categories you're entering your photo into, then send it to us by July 31, 1998. We'll judge the photos, and the winner in each category will each score a different high-tech gadget that will give things a fresh, new view! Look for winning pics in NP and at our web site at www.nintendo.com.

1 MOST CREATIVE
WIN A DIGITAL CAMERA!

Distort your images with Paint, Stamps, Trick Lenses or even merge into a printout of your photo by hand. Don't limit yourself—just be artistic!

2 BEST MONTAGE
WIN A VIDEO CAMERA!

Use any of the Message effects to combine your photos into the most creative, cute, creative, creepy or kooky hybrid photo that you can come up with.

3 BEST PANORAMA
WIN A TELESCOPE!

Take a picture of a sky-scraper. Winner gets, or anything else that would fit up four frames of a low or tall Panorama picture.

4 BEST ANIMATION
WIN A DVD PLAYER!

Submit your photos to illustrate a sequence of story. Send us printouts or photos of each step frame from your animation, and if you please, the Script and Ebert is as, you could win!

5 MOST BIZARRE
WIN NIGHT VISION
BINOCULARS!

Who knows what weird and amazing photos could develop? Capture strange images on your camera or reveal a secret with the Starburst. Remember, normal is boring.



INTERNATIONAL SUPERSTAR SOCCER

KONAMIS
INTERNATIONAL
SUPERSTAR SOCCER '98
MORE THAN LIVES UP TO ITS NAME.
BRINGING BIG TIME ACTION AND TERRIFIC
PLAY CONTROL TO THE SMALL SCREEN!

TM

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PORTABLE POWER PLAY

If you thought that the Game Boy format was too small for good sports games, then think again! International Superstar Soccer '98 balances the size of the players, the size of the field and the speed of the action beautifully, and you never feel cramped or lost as you weave through the opposing team's defenders. ISS '98 is also packed with play modes and features you don't often find in portable Paks, including a full roster of 30 international teams, 14 formations and five strategies to choose from.



A MODE FOR ALL SEASONS

Whether you just want to practice your penalty kicks or try to capture the international championship, ISS '98 has a mode to fit your mood. Let's head down to the pitch for some all-out action!

OPEN GAME

Any two teams can go head-to-head in this single-game challenge. Will it be a meeting of champions or a David-and-Goliath contest?



P.K.

The PK mode is a great way to practice for those tense tie breakers. You can use the Control Pad to adjust the angle of your kicks and blocks.



INTERNATIONAL CUP

In this multigame contest, you'll be awarded victory points for each win or draw, and the teams with the most points will advance to the next round of play. You'll be given a password after each round.



REGIONAL OPEN



Each division holds its own all-giants tourney. The top four teams in each division will advance.

QUALIFY OPEN



This round will separate the pretenders from the contenders. Winning teams will qualify for the finals.

TOURNAMENT



This final tourney is for the international championship.



THE PERFECT COMBINATION

ISS '98 allows you to combine any of the 14 team formations with any of the five strategies. The strategy setting determines how aggressive your players will be and where they'll likely position themselves on the field.

PREEMPTIVE STRIKE

These formations work best with an aggressive attack strategy. The numbers shown refer to the number of defenders, midfielders and forwards on the field.

3-4-3



The 3-4-3 formations give you the most up-front attacking power, good for forcing turnovers.

4-3-3



If you need just a bit more defense, pick a 4-3-3 formation to head off those sideline attacks.

3-5-2



If you like the short passing game, then give these a try. You won't be disappointed.



HEAD THEM OFF

Sometimes you just need to hold the line. When it's crunch time, these formations will definitely come in handy.

5-4-1



The 5-4-1 formations are the ultimate in defense. Few shots will get past the so-called wall!

5-3-2



If you have a weak defense but a strong offense, these formations can help balance things out.

FLEXIBLE FORMATIONS

These formations can work well with almost any strategy or situation. The key to making them work for you will be to handle your midfielders wisely.

4-4-2



Your four midfielders can provide both strength of offense and solid defense at a moment's notice.

4-5-1



With these formations, use the fast break: force a turnover and then lay the ball to the forward.



STRATEGIES

You can pick any strategy from mild to wild, but a lot will still depend on controlling individual players. "SD ATK" will focus players on sideline attacks, and "COUNTER" will focus them on fast breaks.



THE NUMBERS GAME

ISS '98 includes 30 teams divided into six regional divisions, and we've rated each squad on its offensive, defensive and overall skill levels.

TEAM	OFF	DEF	AVG
EUROPE 1			
ITALY	73	81	72
FRANCE	73	81	76
GERMANY	73	81	76
NORWAY	71	77	73
DENMARK	70	77	72
WALES	69	74	71

EUROPE 2			
HOLLAND	73	82	77
ENGLAND	73	80	78
SPAIN	73	81	76
PORTUGAL	70	75	72
BELGIUM	89	74	71
AUSTRIA	65	75	69

EUROPE 3			
YUGOSLAVIA	73	79	75
CROATIA	72	78	75
ROMANIA	71	76	73
BULGARIA	71	76	72
SCOTLAND	70	72	69
SWEDEN	70	76	69

ASIA AFRICA			
TUNISIA	71	75	72
MOROCCO	71	76	72
ARABIA	67	73	69
JAPAN	67	72	69
KOREA	67	72	69
IRAN	68	72	69

N.A. AFRICA			
NIGERIA	73	76	75
CAMEROON	72	76	73
S. AFRICA	70	75	72
MEXICO	71	75	72
U.S.A.	68	74	70
JAMAICA	67	73	69

S.A. OCEANIA			
BRAZIL	76	82	78
ARGENTINA	74	81	76
COLOMBIA	70	75	72
PARAGUAY	69	77	72
CHILE	70	74	71
AUSTRALIA	67	72	69

OFF Offensive Ability
DEF Defensive Ability
AVG Average score of OFF and DEF

GOAL! GOAL! GOAL!

With well-defined graphics and responsive control, ISS '98 is actually quite easy to play. Mastering it, however, is another story. There are three difficulty levels, and the International Cup mode just naturally gets harder as the tournament goes on. We have, however, come up with strategies that should get you started on the long road to victory.

POSSESSION

The first thing to do, of course, is to get control of the ball. If the other team has the ball, the computer will automatically give you control of whoever is the closest to it. If you're running after the ball carrier but can't catch up, simply stop running or run the other way. The computer will soon switch you to someone else. To steal the ball, you have a choice of either a soft tackle or a hard, sliding tackle.



A slide tackle from behind usually nets you a foul and a yellow or red card from the ref.



Two yellow cards equal one red card. If a player gets a red card, he's ejected from the game.

BALL CONTROL

In the game, there are no fancy ball handling tricks, like bicycle kicks or even headers; there's just stealing, passing and shooting. There are ways, though, to give your players



the advantage in any battle for the ball. First of all, it helps to memorize team formation before you start a match and to keep an eye on the bottom of the screen to see the name of the ball carrier.



You'll have to rely on speed and player movement, set fancy kicks or dribbling, to keep possession of the ball if you're being chased or charged by a defender, spin around.



When a defender is close, turn away from him and run around in a circle that's at least the width of a player's body. If the turns too tight, this trick may not work.



If you're lucky, the spin will confuse your opponent, and he'll freeze in place for a second, giving you time to break away. You may have to spin twice for this trick to work.

SIDELINE RUN

One of the more effective ways to penetrate your opponent's defenses is to use the sideline attack. First run up the field, staying close to the sideline. When you draw near to the penalty box, pass the ball back toward the middle of the field to a waiting teammate. From there, you can make a strike on the goal.



Because the field is shown at a certain angle, it's easier to make sideline attacks along the bottom edge. Before you pass, tap Up to see if a teammate is in the correct position to accept it.

O.K	PARANOID	HEAVY	Goal
6 HP	6 HP	6 HP	GOALKEEPER
7 HP	7 HP	7 HP	BANNER
0 PW	0 PW	0 PW	BASHER
1 PW	1 PW	1 PW	WELLAR
			VELESTU

Check your players' condition before the game. Place healthy players in the wing (sideline) positions to make sideline runs.



END RUN

A variation on the sideline attacks is what we call the end run play. Instead of passing the ball back toward the center of the field, hang on to it and continue toward the goal. Spin around to shake off any defenders and then run toward the goal at an angle, aiming between the goalkeeper and the goal. Don't shoot; just run the ball straight in!



The goalkeeper won't react as quickly to an attack from the flanks as he will to a frontal assault. Don't enter the six-yard (inner) box until the last second, or the keeper will dive for the ball. This trick works best early in a tournament. Once you reach the Qualify Open, keepers will start defending better against this attack.

GOAL

TRICKS AND TRAPS

Besides the usual head-on attacks, there are a few sneaky things you can try that are perfectly legal. Just remember that the computer isn't so easily fooled on the medium or high difficulty levels or in the advanced rounds of a tournament.

CORNER KICK

When making a corner kick, always take a shallow angle back toward the goal. This will put the ball into the best spot for a volée. If you're good at scoring off corner kicks, you can try to fool the computer into giving you one. Run the ball up the sideline and spin around right next to the back line. When a defender tries to steal the ball, he may run or kick it out.



DRAW A PENALTY KICK!



Another sneaky trick is to run the ball into the opposing penalty box and run in circles. With luck, you'll be able to fool a defender into making a slide tackle. If you're running in circles, there's a better chance he'll mistime his tackle and hit you from behind. He'll draw a foul call and you'll get a free shot at the goal. If you're lucky, the defender will even get ejected!

FOUL

PENALTY KICK

If you're fouled while in the opposing penalty box, you'll get a penalty kick. It will be just you against the keeper, so make the shot count!



ARENA

Are
you
game?

THE CHALLENGES

LICENSE TO CHEAT

Nothing's fair in the world of espionage, so it's a good thing we have our Cheats. If you have all 23 of them, send us a pic of your fully-loaded Cheat Menu. To find out the requirements for accessing each cheat, see your status on Classified Information in Volume 101.

CASINO ROYALE

James Bond's lucky number is 007, but 21 will be your lucky number for this Game Boy challenge. Try your luck at the Blackjack tables, then send us a snapshot of your biggest winnings.

BIRD BOARDING

If you've scored Paddle Man and can pull off every move in Training Mode's Trick List, you can hit the slopes on the back of a penguin (for more details, read our 100% Snowboarding review in Volume 101). Send us a photo of your Penguin Board, and you'll enter the Arena!

#1

#2

#3

Invincible	OFF	No Stone (Jura)	OFF
All Stars	OFF	Turbo Mode	OFF
Event Invincible	OFF	Free Animation	OFF
Wishin' Avenue	OFF	Slow Animation	OFF
DK Mode	OFF	Enemy Portals	OFF
Toy Band	OFF	3x Pac-Man L	OFF
Parabellum Mode	OFF	3x Ganesh L	OFF
Magnifying	OFF	3336/PINL	OFF
Letter	OFF	3x Throwing Birds	OFF
Golden Gun	OFF	3x Loading Birds	OFF
Silver PFF	OFF	3x Hiding	OFF
Gold PFF	OFF		

GOLDENEYE 007



JAMES BOND 007



100% SNOWBOARDING



HIDE AND SEEK

If you're a stealthy little feline or night owl, it's time to try your luck in this secret-everywhere place in the 'Verse. So what's new to find out what you're really...

NP SCOREBOARD

STAR FOX 64

Most Villainous Units Destroyed (Vol. 100)

Michael Rorrig, Coral, PA	1056
Isaac Mackay-Harris, VA	1051
Jose Ziegler, Cold Spring, MN	1048
Alexander Kaban, Falcon Heights, TX	1047
Francisco Lalanda, Haverhillburg, ON	1037
Christopher Festermaier, Millers, PA	1031
Josh Godoy, Virginia Beach, VA	1028
Cathy James, Nashville, TN	1028
Daniel Beard, Nashville, TN	1023
Veronica Quinn, San Francisco, CA	1019
Brandon Jenkins, Clarksville, TN	1015
Ian Koelliker, Chubbuck, NJ	1014
Ben Hallberg, Cary, NC	1013
David Lubbe, Quebec City, PQ	1012
Michael Lanky, Ferida, CA	1011
Patrick Castaldi, Albuquerque, NM	1009
Adam Henderson, Herk, TX	1000

MISCHIEF MAKERS

All A or S Grades for Every Stage (Vol. 105)

Jonathan Ingram, Fort Belknap, BC	
Norman Taylor, Chicago, IL	
DONKEY KONG LAND 3	
Fastest 70% Attacks for the Iron Level (Vol. 105)	
Michael Cameron, Mississippi, ON	1:21.66
David Plonienka, Churchillville, MD	1:21.66
Silvanus Yarasanyi-Dix Hills, NY	1:22.00

DIDDY KONG RACING

Fastest Three for Spaceball Alley (Vol. 105)

Jason Frank, Rockford, IL	1:46.51
Chilton Pelt, Orlando, FL	1:50.61
Devlin Felt, Carmichael, CA	1:50.90
Scott Miller's Toit, CA	1:51.20
Erik Burt, Lake Waccawam, NC	1:49.43
Mike Donohue, Andover, MA	1:51.56

ARENA ART

THE GOLDENEYE GALLERY

You'll need a keen eye to be a spy, so, in Volume 105, we asked our GoldenEye gamers to try their hands at decorating. Armed with paintball guns, a few artistic gamers came up with these clever creations.



Alan Christie, Concord, NC
If you quiet really hard, it looks like the famous James Bond sniper scope intro.



Robert Coulson, Phoenix, AZ
Isn't that just Bond's luck? He throws a party and as one hot Russian soldier shows up!



Justin Procher, Stevenson, MD
Flea advertising in the Aztec Complex.



Chris Lenicki, Rocklin, CA
He has streaks for eyes and he's looking out for number one!



Matt Terjow of Sunset Valley, Alberta, transformed his ride into a Gyar and related his brother 'New's our into a subterfuge.



Thanks to N64's Game Groupout Yoshi's Story is now a part of Top Gear Rally.

TRY THIS

PAINT SHOP

In addition to exploring Top Gear Rally's miles of roadways, racers can explore

their artistic sides with the game's Paint Shop mode. Show us your artistic side by sending us a photo of your customized auto. Your paint jobs don't have to be as impressive as these—just be creative. If your entry is one of our favorites, you'll see it in an upcoming issue of NP!

In Yoshi's Story, can you make it through Magma Crest? without taking a single hit?
A TWISTED CHALLENGE: how James Watson or Euan for, IN

What's the lowest score you can finish Star Fox 64 with while having your wingsman survive every level? A TIGHTROPE WALKER: how Chris Galt or Plores, SC

Jonathan Harnett, Jonesboro, GA	1:58.18
Andrew Peraza, Highland, IL	1:51.55
Mike Kaputis, Cherry Hill, NJ	1:52.35
Jon Hanson, Fergus Falls, MN	1:53.03
Jonathan Bryant, Burlington, NC	1:53.35
Zack Cuddeoguzki, Tolley Park, IL	1:51.40
Erinick Jung, Saratoga, CA	1:52.00
John Sample, Eagle, CO	1:53.51

DIDDY KONG RACING

Fastest Times for Darkmoon Caravan (M4) 7851	
Adam Kilgore, Ellings, MI	1:53.26
Jason Frank, Rockford, IL	1:54.61
Andrew Peraza, Highland, IL	1:55.40
Jon Hanson, Fergus Falls, MN	1:56.30
Kai Zhu, Tampa, AZ	1:56.85
Effyuan Pak, Garland, TX	1:48.93
Matt Underwood, Milbank, SD	1:59.00
Jonathan Harnett, Jonesboro, GA	1:59.51
George Evangelopoulos, Sugarland, TX	1:59.93
Nathan Gray, Houston, IL	2:01.46
Mike Kaputis, Cherry Hill, NJ	2:01.50
Shawn Kivack, Charlotte, NC	2:01.46

DO YOU HAVE WHAT IT TAKES?

Send us challenge ideas or photos of your achievements for this month's Arena. If we use your suggestion or if you're a top qualifier, you'll receive Super Power Stamps and have your name featured in NP. For a complete list of qualifiers, surf to www.internetcrowd.com.

HOW TO BE PICTURE PERFECT

• Include your N64 or Super N64 in the photo of your high score. • Dim the lights, then take a few photos without a flash. • If you're taking a photo of a Game Boy, place it on a flat surface. • Write your name, address and Member Number on the back of your photo. • The Arena challenges featured in this issue must be received no later than July 10, 1998.

E-mail us with challenges and suggestions at: arena@intnetradio.com

OR send letters to:
Power Player's Arena, P.O. BOX 97033
Redmond, WA 98073-9733

ANSWERS TO MOLLAK IN
WHO AM I? BY
Pete McCoub

A CLOSER LOOK

1. Blast Corps
2. Castaways (Gracia X)
3. Diddy Kong Racing
4. WCW '96 (WV)
5. The Legend of Zelda: Links Awakening
6. San Francisco Rush
7. Yoshi's Island
8. James Bond 007



Your
Power Guide
To The Latest
Releases
June 1998



NEW GAMES PLAYING



BANJO-KAZOOIE

- Nintendo/128 Megabyte
- 1 player
- 3 game save files
- Rumble Pak compatible
- 9 worlds



The biggest game since Super Mario 64 truly sparkles.

GRAPHICS Once again Rare has raised the standards of video game graphics with this richly textured adventure for Nintendo. Everything from the animation to the use of special lighting and transparency effects dazzles the player.

PLAY CONTROL With 24 moves to learn, it might seem as if Banjo-Kazooie would be difficult to learn. Not so. Boggles the male is there to help.



GAME DESIGN There are many parallels between Banjo-Kazooie and Super Mario 64, including the use of separate levels connected by a large, central world. But

the tasks and puzzles in Banjo-Kazooie are completely fresh, and the characters have more of a laid-back attitude than Mario and crew.

ENTERTAINMENT Everything works well in this game. The experience is absolutely captivating.

SOUND Characters use individualized vocal sounds when text dialogue boxes appear, adding to the flavor of each character. Musical themes and audio indicators add extra depth to the play.

RECOMMENDATION Scott: Banjo-Kazooie is the best of its breed. Dan: Great puzzles and challenge. Armond: The graphics are phenomenal, but what's cool is that they're just a teaser for the incredible game play.



SCORES

9-9.5

9-9.5

9-9.5

9-9.5

9-9.5

9-9.5



GRAPHICS-9.3 PLAY CONTROL-8.5 GAME DESIGN-9.3 SATISFACTION-9.5 SOUND-9.0



BIO FREAKS

- Midway/128 Megabits
- 1 or 2 players simultaneous
- Controller and Rumble Pak compatible
- 10 lighters



SCORES

A-6.6

D-7.4

P-6.1

GP-8.5

S-9.0

T-7.2

There's a lot more than freaks to this tournament lighter.

[GRAPHICS] The developers at Saffire managed to add just the right touch of post-industrial grunge to these very original fighters and their perilous arenas. Shadows, lights, rust and bubbling pools of acid all add to the atmosphere. The blood and disemboweling is overdone.

[PLAY CONTROL] Fast but simple describes the fighting style you'll use in this game. Many of our evaluators called it the fighting game for non-fighting game fans. Using the "enable" options, you can handicap the CPU or yourself to decrease or increase the challenge.

[GAME DESIGN] Blood, bullets and humor must have been on the minds of the designers when they molded this fighter. It's hard to take the characters too seriously, in spite of lopped off limbs and heads. Some of the options, such as the first-person perspective, are cool mainly as a diversion rather than as a serious fighting option. If you can master lighting in first

person, you totally rule!). The jet boot option that allows flight is a great added touch.

[PLAY VALUE] Biofreaks has a certain flash and appeal, but it may not have the lasting replay value that die-hard fight fans want.

[SOUND] The voices, the background effects and music are well suited to the theme.

[REPLAY VALUE] Scott: *I liked the variety of fighters, arenas and options. Terry: Turn limbs and spattered blood gets old after a few matches. Paul: "It's only a flesh wound!"*

GRAPHICS—B.1 PLAY CONTROL—B.0 GAME DESIGN—B.1 SATISFACTION—7.3 SOUND—7.3



OFFROAD CHALLENGE

- Midway/64 megabits
- 1 or 2 players simultaneous
- Rumble Pak compatible
- 6 courses
- 4 trucks



SCORES

A-5.9

D-8.1

GP-5.5

S-5.4

T-6.5

Midway brings another arcade classic to the starting line.

[GRAPHICS] Expect the arcade look and feel on this N64 conversion. The background elements seem flat, but the detail level is fairly good, particularly on the trucks. Frame rate could be a bit faster, but the sense of speed (and the sense of jouncing over bumps) is very good.

[PLAY CONTROL] If you've played Crisis in USA—and who hasn't—you know what to expect from Offroad Challenge.

The control has that arcade feel, which means that it's easy to master, but it's about as realistic as driving a truck with a thumb-steered joystick.

[GAME DESIGN] This game is a straight port

from the arcade game,

and it doesn't include much in the way of surprises. Four of the trucks are accessible only by a secret code.

[PLAY VALUE] We would have liked to see more courses and more trucks. Even so, the racing is fun, particularly in two-player mode.

[SOUND] The background sounds, such as planes and trains, tend to be garbled, but the trucks sound fine.

[REPLAY VALUE] Scott: *If you love the arcade Offroad, then you'll probably like this game, but most race fans will expect more than they get. The lack of tracks and trucks is a huge oversight. Paul: The girls look good, but that's about it. It's like driving a '72 Buick with overboosted power-steering—no road feel.*

GRAPHICS—B.8 PLAY CONTROL—B.0 GAME DESIGN—5.8 SATISFACTION—5.8 SOUND—5.8





ALL-STAR BASEBALL '99

- Acclaim/66 Megabits
- 1 to 4 players simultaneous
- Controller and Rumble Pak compatible
- MLB and MLBPA licenses
- Cheat menu



Acclaim plays hardball on the N64.

GRAPHICS Wow! The development team at Iguana recreated the animation of players in every aspect of the game. The stadiums are almost photo perfect. Extra camera angles, such as the zoom mode at the plate, give the game an entirely new feel—and it can help your performance, as well.

PLAY CONTROL Acclaim feels that All-Star Baseball is more of a simulation than Griffity, but the differences between the games are fairly minor. Hitting can be a bit tougher in All-Star (depending on the camera) and pitching requires more busy work in selecting and throwing the pitch. The Fielding Assist option is excellent.

GAME DESIGN One unique feature is the Create-a-Player option, and it's very cool. Another nice touch is the minor league taxi squad. All the other modes are what you would expect from a first-rate sports sim.

SATISFACTION Except for the announcers, All-Star

Baseball '99 is a winner all around. It's a grand slam.

SOUND The announcers drone on, but otherwise, the crowd sound, anthem and sound effects are fine.

GRAND SLAM Scott: I'm going with All-Star over Griffity because of the camera modes and Create-a-Player option. Dan: The player and stadium graphics are awesome, but the swing animation seems wrong. Also, some elements aren't intuitive. Terry: The Rumble Pak pitching option is great.



SCORES

D-7.5

E-7.6

P-8.5

SP-8.8

S-7.8

T-8.2

8.1

OVERALL RATING

GRAPHICS-8.0 PLAY CONTROL-7.4 GAME DESIGN-8.1 SATISFACTION-8.1 SOUND-7.6



WORLD CUP '98

- EA Sports/66 Megabits
- 1 to 4 players simultaneous
- Controller Pak compatible
- 48 teams
- Historical mode



The latest, greatest soccer experience in the world.

GRAPHICS The graphics in World Cup '98 are even more refined and realistic than the graphics in FIFA: Road to the World Cup '98—and that's saying something. Along with All-Star Baseball '99, World Cup '98 stands out as one of the two best looking sports game ever.

PLAY CONTROL World Cup '98 features a new play-calling system for directing your team on the fly. You'll also find special controller-activated moves that allow you to pull some outrageous stunts, such as faking an injury. Although those still can be slight delays in actions, the overall feel is very good.

GAME DESIGN World Cup '98 may not be a huge leap in quality above Road to the World Cup '98, but it is improved in every area and the better game of the two. The historical mode lets you play with some of the greatest soccer teams and players from the past six decades. A nice touch.

SATISFACTION You won't be disappointed with this game.

GRAND SLAM The announcer's play-by-play comments are leveled precisely to the action.

GRAND SLAM Scott: For now, this is the game. But ISS '98 may challenge it very soon. Ench: The moves and plays emulate true soccer strategies. Paul: This was worth the wait, Terry. This game is too much like FIFA: Road to the World Cup, but if you don't have that version, pick up this World Cup.



SCORES

D-8.0

E-7.5

P-8.0

SP-8.5

S-7.9

T-7.8

8.1

OVERALL RATING

GRAPHICS-8.7 PLAY CONTROL-8.2 GAME DESIGN-7.5 SATISFACTION-8.2 SOUND-8.3



ALL-STAR BASEBALL '99

- Acclaim/4 Megabits
- 1 player
- Passwords
- 6 modes of play
- MLB and MLBPA licenses



Take it out to a ball game.

GRAPHICS The developers at Realtime Associates did a solid job for Acclaim in this Game Boy version of All-Star Baseball. The batting view is excellent, but the blank screen that follows a hit can throw off your defensive moves. Animation, although a bit slow, looks convincing.

PLAY CONTROL Players have good control at the plate and on the mound. The speed of defensive players would make a turtle look fast. The result is that you should expect to give up extra bases because of slow fielding.

What's Inside?

Acclaim really packed this little baseball game. The modes include



season play and stats from the '97 season. Since there is no story, you won't be able to save stats from the season you're playing currently.

SATISFACTION All-Star Baseball '99 for Game Boy is good competition for Ken Griffey Jr. Presents MLB, but unlike Griffey, it doesn't have multiplayer or saved stats or Super Game Boy enhancements.

SOUND Good sound effects and weak music inspire you to turn down the volume on your Game Boy. Silence is golden.

COMMENTS Scott: It's a good play, but I prefer Griffey for Game Boy on almost every count. Terry: Pitching, hitting and fielding are easy to master. Paul: It's tough to see where the ball is on the batting screen—what's in or out, high or low.



SCORES

D-6.6

J-6.8

P-7.85

SP-6.65

T-6.7



GRAPHICS-7.2 PLAY CONTROL-7.2 GAME DESIGN-6.8 SATISFACTION-6.8 SOUND-6.2



BRAIN DRAIN

- Acclaim/1 megabit
- 1 player
- Passwords
- Super Game Boy enhancements
- 2 modes of play



A not-so-simple puzzle game from Acclaim.

GRAPHICS The two elements that really matter in this game—the cursor and the tiles—are easy to distinguish, making the basic moves simple to perform. There's no nuzzle-dazzle, but when you're aiming for deep focus, who wants flash? **PLAY CONTROL** Shifting and rotating the cursor square is the only real move in the game. Both of these moves work smoothly.

WHAT'S INSIDE? Brain Drain is a deceptive puzzler. The first few puzzles are so easy that you might discount the game. But after a dozen or so levels, the complexity becomes quite interesting and the clock finally becomes a factor. The inclusion of bonus levels, fewer blocks and special power-ups all add to the variety and interest of the game.

TECHNICAL TIPS Teens Attack players and other puzzle fans who love complexity masquerade as simplicity will enjoy

drawing their brains. With two hundred levels to puzzle through, you could spend a lot of time with Brain Drain.

SOUND The sound provides a useful timing clue since the music changes as you near the time limit.

COMMENTS Scott: The game started to grow on me after a few dozen puzzles. Don: It's like those plastic slider puzzles—simple but addictive. It seems a little too easy at first so you have to stick with it.



SCORES

D-6.8

J-6.7

P-7.3

SP-6.9

T-4.7



GRAPHICS-6.0 PLAY CONTROL-7.0 GAME DESIGN-8.8 SATISFACTION-8.0 SOUND-5.8



INTERNATIONAL SUPERSTAR SOCCER

- Konami2 Megabits
- 1 player
- Passwords
- 3 modes of play
- Super Game Boy enhancements



Konami scores big with a superstar for Game Boy.

THE VERDICT Even on the small screen, the graphics in International Superstar Soccer look terrific—certainly the best of any Game Boy soccer title. Although you don't get much of a frame rate, you can still see the nuances of player moves such as takes and fouls.

PLAY EXPERIENCE On the pitch, play control is pretty much limited to the basics, such as dribbling, passing, shooting and tackling, but players can set up formations and strategies, as well, adding even more to their control of the action.



GAME DESIGN Konami included the basics: an exhibition

match, an International Cup, and PK mode, which is a shootout. All is pretty good, but there are a few defensive holes.

SATISFACTION ISS 64 made its mark by giving players the most user-friendly soccer interface ever. ISS for Game Boy does the same trick on the smaller format. Soccer fans will want to check it out.

SOUND Unlike the N64 version of ISS, this Game Boy cousin doesn't leave much of an audible mark. There's no voice, and the music seems wrong for sports.

COMMENTS Scott: I still like the old Nintendo World Cup game, but this new ISS is more realistic and just as much fun. Erich: This is a great conversion from the N64 game. The graphics are clean and the play control is simple. Paul: A bit slow, but everything moves to scale.

GRAPHICS—8.0 PLAY CONTROL—7.0 GAME DESIGN—8.5 SATISFACTION—7.3 SOUND—6.2



SCORES

E-6.8

3.72

P-8.8

SP-27

S-6.7

T-6.1



FINAL FANTASY ADVENTURE

- Sunsoft2 Megabits
- 1 player
- Battery-backed memory



One of the best adventures ever returns to Game Boy.

THE VERDICT Patterned after overhead adventures such as the Zelda series, FF Adventure may be one of the best examples that wasn't designed by Shigeru Miyamoto. The graphics give you a sense of exploration in a wide world, even on the small Game Boy screen and without Super Game Boy enhancements.

PLAY EXPERIENCE Real-time actions are responsive, and menu options are easy to use, making FFA the easiest to learn of the rereleased Final Fantasy Game Boy games.

GAME DESIGN Although FFA isn't a true RPG, Final Fantasy vets will recognize many elements of the series, including the mix of magic and technology. More important to the game play is the size and non-linear nature of the game, with lots of exploring, chopping down trees and talking to characters.

SATISFACTION Zelda fans who haven't experienced FFA

should not miss the chance now that Sunsoft is bringing the game back. You'll have dozens of hours of adventure in a rich gaming world.

SOUND Very good and surprisingly complex music.

COMMENTS Scott: It's more of a Zelda-like adventure than other FF games. It's also one of my all-time favorites. Get it while it lasts. Tony: My advice is always, always, always carry four keys or you could get stuck forever in a maze.



GRAPHICS—7.2 PLAY CONTROL—7.6 GAME DESIGN—7.8 SATISFACTION—8.6 SOUND—6.2



SCORES

E-6.8

3.78

SP-84

P-8.4

T-7.0





GAME BOY CAMERA

- Nintendo® Megabits
- 1 photographer
- Game Boy required
- Game Link to another Game Boy Camera is possible
- Game Boy Printer compatible



The most unusual and creative Game Boy software of all time.

GRAPHICS The number of things you can do with the images is the impressive part of the Game Boy Camera program. The actual images tend to be grainy, particularly when the subject is not close to the camera lens.

PLAY CONTROL The Game Boy Camera program that runs on all the options is fairly easy to navigate, but there are some hidden commands that give the interface a more game-like feel. Cursor controls in the paint program are a bit limited, but you do have control of pen size and cursor speed.

FUNCTION (DESIGN) The level of depth in the camera program is amazing. Not only can you create fun, still shots, panoramas, animations, and music, you can also play games with your creations.

EASINESS OF USE It's easy and fun to use. The games are very simple, though, so don't expect hours of gaming. This is a creative program along the lines of Mario Paint.

SOUND The sound is very good, and you can edit and create your own DJ tunes. Very cool.

COMMENTS Jason: The special effects and DJ feature make this far more than a gimmick or toy. I'm taking way too many dopey pictures of myself and sticking them all over my computer, car and apartment. Terry: This is breakthrough technology, but it does have limits. Dan: As the Cat in the Hat would say, "It's fun to have fun but you have to know how."



- SCORES
- 8-7
 - 8-7.3
 - 7-10
 - 8P-8.2
 - 8-8.2
 - 7-6



GRAPHICS - 8.0 PLAY CONTROL - 7.3 GAME DESIGN - 9.0 SATISFACTION - 9.0 SOUND - 7.2

BEHIND THE NUMBERS AND NAMES

EVALUATORS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

- ANTONIO** Fighting, RPG, Adventure
- MARKY** Sports, Action, Adventure
- DAN** Action, Adventure, Sports
- PAUL** Fighting, Sports, Simulations
- ERICK** Sports, RPG, Adventure
- SCOTTENP** Sports, Simulations, Adventure
- HENRY** Fighting, Action, Sports
- KONAN** Puzzles, RPG, Fighting
- JASON** Adventure, Action, Puzzles
- TERRY** RPG, Simulations, Puzzles

RATINGS

Each Power Meter category is weighted to reflect its overall importance. We find that Satisfaction and Game Design are the most important areas, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

- GAME DESIGN: 25%
- GRAPHICS: 20%
- SATISFACTION: 25%
- PLAY CONTROL: 10%
- SOUND: 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

Games that were re-rated prior to the commencement of the ratings system are designated NR.

- All Ages
- Early Childhood
- Teen (13+)
- Mature (17+)
- Adult (18+)



Pay per play?

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

KNIFE'S EDGE



3-D shooting goes ballistic!

SUPER MARIO BROS 2



Planting for adventure.

FORBIDDEN HERO



A short hero in his

WWW.NINTENDOSPORTS.COM



Power Source takes the field.

MIYAMOTO CHOSEN AS INDUSTRY'S TOP VIDEO GAME TALENT

The creator of the most popular video games of all time will be honored by the Academy of Interactive Arts and Sciences during the first annual awards ceremony at E3 this year. Shigeru Miyamoto will be inducted into the Hall of Fame for his contributions to the video game industry. We can't think of a better recipient. In fact, it's going to take some doing for any other developer to even be mentioned in the same breath as the great Miyamoto. His games have sold literally in the tens of millions of copies around the world. His characters have moved on to television and movie fame, not to mention appearing on countless licensed products. His contribution to Nintendo's success over most of the past two decades can hardly be calculated.

"We established this award to honor those individuals who have made the most enduring, ground breaking, and seminal contributions to the world of interactive

entertainment and information," said Jim Charne, executive director and president, AIAS. "Mr. Miyamoto has been instrumental in creating an entire generation of avid video game players and has



helped to make this industry the \$5 billion dollar industry it is today."

It's clear that the video game world would be a completely different place without his wonderful imagination,

his love of fun and exploration, and his determination to create the finest games no matter what it takes. This award comes at the debut of The Legend of Zelda: Ocarina of Time, possibly the greatest game in his growing library of masterpieces, which brings up the question: How many Hall of Fame awards can one person win?

"Mr. Miyamoto has been instrumental in creating an entire generation of avid video game players..."

WCW/NWO LIVE

Just when you thought you'd seen every possible move, pose, throw and pin, THQ comes back with a new wrestling game, WCW/NWO Live. Is it overkill? We don't think so. Asmik, the same developer that put the holds and headbanging into last winter's hit title, WCW vs. NWO: World Tour, has done it again, but the wrestlers are bigger, meaner, and louder than before.

For Ric Flair's retirement fund

This ring romp features 50 of the top wrestlers from both the WCW and NWO, and the game more closely follows the

actual series of events as seen on TV. As the game progresses, players will be able to track wins and losses and follow the intricacies of who has the title, who had the title,

and who is bent on getting the title. In the main Championship mode, players choose their favorite wrestlers then battle randomly selected opponents, winning titles and belts as they go. It's a lot like the season mode in other sports games. In the



Battle Royal mode, up to four players can join in simultaneously as 40 video wrestlers struggle for the crown. In this royal rumble, four wrestlers are in the ring at any one time. Defeated wrestlers are replaced by fresh meat

and the last man standing wins the title. Where's the Ding-Ding Guy?

This bigger WCW game also includes a Spirit Meter, more weapons than the previous game, and instant replays of spectacular finishing moves and submissions so players can bask in their moments of glory. WCW/NWO Live will also include hidden wrestlers who become playable only during the course of play. Players will also have to deal with angry wrestlers who want to pick a fight. Even the crowd will be rowdy and ready to brawl. The early results are very promising. By this fall, the real test will be at hand when WCW/NWO Live is released in prime time.



"That's gonna leave a mark." K. Nash

Pak Play

Hands-on previews of upcoming games.

ON THE EDGE

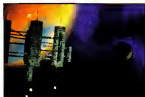
Space is a dangerous place. You've got your exploding super novas to worry about, comets raining out of the sky, cosmic rays and, of course, hostile, blood-sucking aliens who have nothing better to



do than threaten the human race. In Kemco's upcoming space shooter, *Knife's Edge*, you'll be able to do something about this last threat, using lasers and a powerful arsenal of special weapons to blast an army of alien robots and mechanoids who have invaded Mars and save the human colonies. Drapped from orbit in an experimental fighter, you must clean up Mars and save the human colonies. The action takes place in a forward-scrolling corridor. You are the gunner and weapons

officer, so you don't have to worry about steering. All you do is tag aliens and grab power-ups. *Knife's Edge* is a 3-D version of the venerable forced-scrolling space

shooter genre like *R-Type* and *Gradius*. The early version we played included a heads-up targeting system and cool-looking



Martian terrain. Clearly the development team at Kemco in Japan has been

having fun with the N64. The explosions, special effects and cinematic cut scenes are all impressive. Unfortunately, even if you clean up the

bad guys in *Knife's Edge*, there's still not much you can do about exploding stars. Space is still a dangerous place.



BOMBERMAN HERO

Bombberman Hero, a game that Hudson created in Japan, will be released this fall in North America by Nintendo.



This marks the first time that the Bombberman character has had a true action-adventure

style game with full mobility. This B-man can jump up to a ledge, grab hold of it, and hoist himself up, just like Mario in *Super Mario 64* could. In fact, *Bombberman Hero* is more like *Super Mario 64* than it is

like *Bombberman 64*. In addition to the new moves, Bombberman also makes use of some cool technology, such as the Bomber Marine submarine setup, which allows our hero to cruise through watery worlds. This is a true adventure starring Bombman



instead of a puzzle game attached to the traditional Bombberman multiplayer game. We think it's the best thing to happen to Bombberman since the fuse, and it may finally bring Bombberman the fame he deserves.



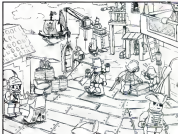
LEGO RACERS

PAK
WATCH

One of the greatest toys of all time will soon have a new life on the N64. LEGO Racers from LEGO Media makes the most of the LEGO name by allowing players to construct their own race cars with virtual LEGO pieces. Once they've built their perfect machines, they can go head-to-head with other racers on

LEGO tracks with pirate, space, castle and other themes. As they win races, they'll collect additional LEGO sets they can use to build new cars. Racers can find hidden elements and LEGO characters scattered

about as well. The developers at High Voltage Software also say there will be a power-up system. To give you an idea of the types of tracks you'll encounter in LEGO Racers, the developers sent these cool sketches, which are being used to design the game. We haven't had a chance to play LEGO Racers



yet, but since we spent most of our early years building LEGO cars and worlds, we felt that this article belonged on the play test page. Well before the time LEGO Racers is released, perhaps in the first quarter of 1999, we expect to have more hands-on news for you.



MARIO'S NEW ROLE

Super Mario RPG 2 may still be a long way off, but epic gamers and Mario fans in North America may well start counting the days once they see what's in store for them. The most striking element of Super Mario RPG 2 is the unique artistic style of the game world and characters. Whereas Yoshi's Story gave players a 3-D look in a 2-D game world, this game has a 2-D look in a 3-D world. The result is a sort of animated painting. Within the artistry, though, you'll find familiar friends and foes from the Mario series. Goombas and Koopas may even turn out to be your friends, as seen in the screen shots here. The battle scenes use a system similar to that found in Super Mario RPG for the Super NES, but companions do their own fighting without the need for your commands. The development team at HAL in Japan hasn't revealed much about the story yet, but from what we've seen, it's going to be super.



Just as in Super Mario RPG for the Super NES, Mario chooses between four actions during battle.



It looks like the Hammer Bros. were overless with their mollet again, is the photo below. Mario is joined by a friend.



Goombas can be good

Pak Peek

What's breaking in the world of games.

Conker's Pocket Tales

Conker, the bushy-tailed hero of *Twelve Tales: Conker 64*, will star in a second game this year when his first Game Boy adventure is released: *Pocket Tales*.



includes fiendish puzzles, hidden secrets, over 30 enemies and six bosses in an overhead, RPG-action style game along the lines of *Zelda: Link's Awakening*. The adventure moves through seven sprawling worlds and more than 100 sub levels. It's battery-backed, Super Game Boy enhanced, and it's from Rare. What more could you ask from a game? We've already started saving our acorns.

Vertical take-off

Harrier. *Strike Force* from Video Systems has a tough mission ahead of it. Unlike *Aerofighters Assault*, this N64 flight combat simulation will be a true sim. Paradigm Entertainment, the developer of *Harrier*, hopes to recreate the sense of realism for which the company earned its reputation

as a creator of military flight simulations. The N64 game will feature the U.S. and British versions of the versatile aircraft, and Video Systems hopes to include as many as 50 missions in a 128-megabit Game Pak. We expect *Harrier: Strike Force* to get off the ground this fall.

Back to Las Vegas

Cast your mind back to the final years of the NES era and you may recall talk of a game titled *Dejà Vu 2: Ace Harding in Las Vegas*. The game never was released, but it will get a second chance, thanks to Game Boy Color. According to Kemco, it should be a fairly easy task to convert the game to Game Boy format, and with the new Game Boy Color, *Dejà Vu 2* should be a dead ringer for the original game that never saw the light of day. For those of you who missed the first *Dejà Vu* game, *Ace Harding* was a gritty detective who woke up in a bathroom stall with a throbbing head and a murder rap pinned to his lapel. The first-person whodunit followed the old Shadowgate formula in which players moved between a series of static locations, searching for clues and solving puzzles. *Dejà Vu 2*, as the subtitle implies, moves the mystery location to Las Vegas. For Game Boy Color and Kemco, it seems like a good bet.

Big screen, little screen

Disney's *Mulan* will arrive in theaters this summer at about the same time that THQ releases a Game Boy action title based on the new animated feature. *Fa Mulan's* quest to restore her family's honor will take her into enemy camps and danger. The side-scrolling action covers ten stages, and it includes intricate puzzles as well as hand-to-hand combat using swords and bow-and-arrow. The game also will feature passwords, Super Game Boy compatibility and a unique map interface. Just as long as it doesn't have a saccosne, we'll be happy

Nintendo sports on-line

For the past several years, Nintendo Power Source has been the home of the best inside information on N64 games in cyberspace. Beginning in May, we expanded our coverage with the introduction of an all-sports site on the world wide web. NintendoSports.com covers the growing library of N64 sports titles from Nintendo, Acclaim, EA Sports, Midway, Konami and



other N64 publishers. The free-access site contains game reviews and special inside interviews with members of development teams. You'll also find comments from top sports figures, and we have plans to include giveaway contests, interactive competitions and coverage of major video game sporting events. For video game sports fans, the place to be is www.nintendosports.com.

N64 updates

The rush to release N64 titles continues at Midway without any perceptible loss of momentum as we head toward the second half of 1998. The Big M's need for speed will be realized in three new racing titles: *Rush 2*, *California Speed* and *Micro Machines V3*. If it's speed on ice you prefer, Midway has confirmed that a new



Gretzky is on the way for this fall's hockey season. Quake II for the N64 won't come from Midway, the publisher of Quake 64, but from Activision.

Elsewhere in sports, EA Sports plans to release all of the following titles this year: NASCAR '99, Madden NFL '99, NHL '99, and NBA Live '99. Don't miss the first shots of the new Madden game in this month's E3 special.

Last month we wondered what was going on with Duel Heroes from Hudson Soft. Well, this month we've dug up an answer. Electro Brain is getting into the N64 publishing game by picking up Heroes. Hudson has spent the last several months tweaking the game play.

In addition to all the other Acclaim products scheduled for release this year on the N64, expect to see Re-Volt, a racing game, and South Park, which is based on the hit comedy series on Comedy Central.

Ocean/Infogrames also has a couple of new races revving up for release this year. V-Rally '98 Championship Edition is a four-player, eight-course rally game that hails from Infogrames. GT 64 Championship Edition comes from Imagineer and concentrates on city courses.

Sun Corporation has been getting very active recently. In addition to a flock of classic Game Boy rereleases, Sun is looking at releasing two more N64 titles, Magic Flute and Chameleon II wst 2.

Take 2 Entertainment told your Pak Watchers that, in addition to Space Station Silicon Valley, the up-and-coming publisher will be producing an N64 version of Grand Theft Auto, a hit game from the PC world. And last, but not least, the rumor in Japan is that Ogre Battle 64 is in the works at Quest. We don't have confirmation of this yet, and no North American publisher has claimed the game, but the usually reliable source insists that it is true.

Bomberman Hero



Earthworm Jim 3-D



F-Zero X



Space Station Silicon Valley



Shadow Man



WCW/NWO Live



RELEASE FORECAST



BOMBERMAN HERO	FALL '98
SUCK BUNBLE	FALL '98
CASTLEVANIA 3D	FALL '98
DEADLY ARTS	SUMMER '98
DUEL HEROES	SUMMER '98
LASTBLOOD 64	FUTURE
EASTWORM JIM 3-D	SUMMER '98
EXTREME-G 2	FALL '98
F-ZERO X	FALL '98
FLYING DRAGONS	SUMMER '98
GEX II: ENTER THE GEXBO	SUMMER '98
GT 64 CHAMPIONSHIP EDITION	SUMMER '98
HARDBEAT: STRIKE FORCE	FALL '98
HYBRID HEAVEN	FUTURE
RODY'S BECCAN' BALLS	SUMMER '98
ISS '98	SUMMER '98
BNIFE'S EDGE	FALL '98
LEGO RACERS	FUTURE
LODE RUNNER 64	FALL '98
MADDOEN NFL '99	FALL '98
MIBT PIAZZA'S STRIKE ZONE	SUMMER '98
MISSION: IMPOSSIBLE	SUMMER '98
MOUSTAL BOMBAT 4	SUMMER '98
NBA JAM 64	FALL '98
NBA LIVE '99	FALL '98
NFL Blitz	FALL '98
NFL QB CLUB 99	FALL '98
OFFROAD CHALLENGE	FALL '98
QUEST 64	SUMMER '98
SHADOWGATE 64	FALL '98
SHADO W MAN	FALL '98
SPACE STATION SILICON VALLEY	SUMMER '98
SPACE CIRCUS	FALL '98
SUPERMAN	SUMMER '98
SURVIVOR	FALL '98
TONIC TROUBLE	FALL '98
TURBO 3: SEED OF EVIL	FALL '98
TWICE TALES: COMBAT 64	FUTURE
TWISTED EDGE SNOWBOARDING	FALL '98
WCW/NWO LIVE	FALL '98
WIPEDOUT 64	FALL '98
WWW: WAB ZONE	SUMMER '98
LEGEND OF ZELDA-OCEANIA OF TIME	FUTURE
ALL-STAR BASEBALL '99	SUMMER '98
BOMBERMAN 68	SPRING '98
BOMBERMAN POCKET	FALL '98
BRAIN BUSTER	SPRING '98
BUST-A-MOVE 3	FALL '98
CONRAE'S POCKET TALKS	FUTURE
DIRTY YU 2	FALL '98
DISNEY'S MULAN	FALL '98
GAME & WATCH GALLERY II	FALL '98
HARVEST MOON 68	SPRING '98
ISS '98	SUMMER '98
NBA JAM '99	FALL '98
GURST FOG CAMELOT	SUMMER '98
TOP GEAR POCKET	FALL '98
TURBO 2	FALL '98
WWW: WAB ZONE	SUMMER '98



MISSION: IMPOSSIBLE

Good morning, Mr. Phelps. Ocean of America has penetrated your organization and replicated the Mission: Impossible team's most secret operations. Now Nintendo Power is about to blow the lid off the intelligence community by publishing an exposé of your best work. The Secretary has already disavowed all knowledge of you or this game. Good luck, Jim.



WWF: WAR ZONE



Can you build your own against the likes of Shawn Michaels, British Bulldog and Shamrock? Or will you end up buried in the War Zone by The Undertaker or one of the other WWF superstars? It's a war out there, so make sure you know how to survive by studying next month's eight-page strategy review.

Banjo-Kazooie

You've read the first part of our story about the birds and the bees, now find out what happens as we show you how to surf out the puzzling secrets in Bubble Gloop Swamp, Freezozy Peak and Gobi's Valley.



F-Zero X

See what it's like to race at the edge of the speed of sound. Your first test ride will be here in July.



PLUS!
Power Celebrates Ten Years in July!

Quest 64

Quest 64's Coltdain is the setting for N64 adventure. Do you know where to look to find the mystical Elite Book? Next month's review has the hints and facts for keeping you on the road for high adventure.



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BACK ISSUES

These Nintendo Power magazines available individually. Add them to your collection! Features in each issue are listed below.

Volume 108 (May '95) Major League Baseball Features: Ken Griffey Jr., Barry Lantieri Preview, Pickman's Special, 1995 Nintendo Power Awards Results, Football 6: Luigi Ruckus! Sells Out!, Bombastic CA, Horror Moon 6: R, Boom! Boom! Flying Through Preview, Offroad Challenge, Mickey Mouse Major Wound

Volume 107 (April '95) NBA Beyond NBA: Goatside, Bred by Fate, Virtual Class, Quake Review Part 2, 1995 Snowboarding, Mario: Musical News featuring Gordon Geko, Legend of the River King, ML: Behind the Scenes, Jay's Fun!, The Power's Choice: Goats, Agri's Back to Back Preview, Game Boy: Games and Prizes, Football: April News Briefs

Volume 106 (March '95) 1995 Snowboarding, Rampage, NFL Breakdown '95, Quake, Turbo Stacy Gannon: NBA in the Zone '95, Wheel Land II, Galoisian Legend, Back to Back 2, Game Preview: A First Look at Mission: Impossible, Nintendo Game Award Nominations

Volume 105 (Feb '95) WCW '95: NWO World Tour, Nagano Winter Olympics '95 Olympic Hockey Preview '95, Vader's Story: The Legend of the Mythical Ninja-Swearing Gamestar, Duke: King, Kasing, Codes, Fighter's Destiny, Aero's quest, FIFA: The Road to the World Cup '95, James Bond 007, Mike McLeod in Cold Shadow (G4), Crazy World

Volume 104 (Jan '95) Video's Story: WCW vs. NWO: World Tour Snowboard of Koda, Space Mail Report, Duke Nukem 64, Duke's Best Rating, Incredible! Fighter's Destiny, Turb War of the Buccaneers, The Pilgrims, The Lost World: Jurassic Park, Worms

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